

OpcNodeChangesEventArgs Members

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll

The [OpcNodeChangesEventArgs](#) type exposes the following members.

Constructors

OpcNodeChangesEventArgs(OpcNodeChanges)

Initializes a new instance of the [OpcNodeChangesEventArgs](#) class using the **changes** specified.

C#

```
public OpcNodeChangesEventArgs(OpcNodeChanges changes)
```

Parameters

changes [OpcNodeChanges](#)

A bitwise combination of [OpcNodeChanges](#) members indicating the changes affected by the event.

Properties

Changes

Gets a value indicating the changes affected by the event.

C#

```
public OpcNodeChanges Changes { get; }
```

Property Value

[OpcNodeChanges](#)

A bitwise combination of [OpcNodeChanges](#) members.

Methods

IsChangeOf(OpcNodeChanges)

Determines whether a specific [OpcNodeChanges](#) value is part of the **Changes** affected by the event.

C#

```
public bool IsChangeOf(OpcNodeChanges change)
```

Parameters

change OpcNodeChanges

A bitwise combination of **OpcNodeChanges** members to test against the **Changes** affected by the event.

Returns

Boolean

The value true if the **change** value specified is part of the **Changes**; otherwise the value false.

Table of Contents

Constructors	1
OpcNodeChangesEventArgs(OpcNodeChanges)	1
Properties	1
Changes	1
Methods	1
IsChangeOf(OpcNodeChanges)	1

