

OpcNodeChangesEventHandler Delegate

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Represents the method that will handle [BeforeApplyChanges](#) and [AfterApplyChanges](#) events.

C#

```
public delegate void OpcNodeChangesEventHandler(object sender, OpcNodeChangesEventArgs e);
```

Parameters

sender [Object](#)

The source of the event (typically an instance of the [OpcNode](#) class).

e [OpcNodeChangesEventArgs](#)

An instance of the [OpcNodeChangesEventArgs](#) class containing the event data.

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