

# OpcNodeIdFactory Members

**Namespace:** Opc.UaFx

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

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

## Constructors

### OpcNodeIdFactory()

Initializes a new instance of the [OpcNodeIdFactory](#) class.

**C#**

```
protected OpcNodeIdFactory()
```

## Methods

### Create(OpcContext)

When implemented in a derived class, creates a new [OpcNodeId](#) just using the [context](#) specified.

**C#**

```
public abstract OpcNodeId Create(OpcContext context)
```

#### Parameters

[context](#) [OpcContext](#)

The [OpcContext](#) to use to generate the new [OpcNodeId](#).

#### Returns

[OpcNodeId](#)

A new instance of the [OpcNodeId](#) class. Although there is by definition a new instance created there is no guarantee that the node identifier is unique. The uniqueness of the identifier depends on the concrete implementation of this method.

### Create(OpcContext, OpcNamespace)

Creates a new [OpcNodeId](#) using the [context](#) and [nodeNamespace](#) specified.

**C#**

```
public virtual OpcNodeId Create(OpcContext context, OpcNamespace nodeNamespace)
```

## Parameters

**context** [OpcContext](#)

The [OpcContext](#) to use to generate the new [OpcNodeId](#).

**nodeNamespace** [OpcNamespace](#)

The [OpcNamespace](#) to that the new [OpcNodeId](#) have to refer to. If a null reference (Nothing in Visual Basic) is specified [Default](#) is used.

## Returns

[OpcNodeId](#)

A new instance of the [OpcNodeId](#) class. For more details how the node identifier is determined see [Create\(OpcContext\)](#). In general the mechanism of defining a node identifier depends on the concrete implementation of this method.

# Create(OpcContext, OpcNamespace, IOpcNodeInfo)

Creates a new [OpcNodeId](#) using the **context**, **nodeNamespace** and **node** for that the node identifier is used.

## C#

```
public virtual OpcNodeId Create(OpcContext context, OpcNamespace nodeNamespace, IOpcNodeInfo node)
```

## Parameters

**context** [OpcContext](#)

The [OpcContext](#) to use to generate the new [OpcNodeId](#).

**nodeNamespace** [OpcNamespace](#)

The [OpcNamespace](#) to that the new [OpcNodeId](#) have to refer to. If a null reference (Nothing in Visual Basic) is specified [Default](#) is used.

**node** [IOpcNodeInfo](#)

An instance implementing the [IOpcNodeInfo](#) interface which represents a preview of the node for which the new node identifier is used.

## Returns

[OpcNodeId](#)

A new instance of the [OpcNodeId](#) class. For more details how the node identifier is determined see [Create\(OpcContext\)](#). In general the mechanism of defining a node identifier depends on the concrete implementation of this method.

# Table of Contents

|  |   |
|--|---|
| <b>Constructors</b> .....                            | 1 |
| OpcNodeIdFactory() .....                             | 1 |
| <b>Methods</b> .....                                 | 1 |
| Create(OpcContext) .....                             | 1 |
| Create(OpcContext, OpcNamespace) .....               | 1 |
| Create(OpcContext, OpcNamespace, IOpcNodeInfo) ..... | 2 |

