

OpcNodeTypeInfo Members

Namespace: Opc.UaFx

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

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

Properties

BaseType

Gets the type from which the current [OpcNodeTypeInfo](#) directly inherits.

C#

```
public virtual OpcNodeTypeInfo BaseType { get; }
```

Property Value

[OpcNodeTypeInfo](#)

An instance of the [OpcNodeTypeInfo](#) which represents the type from which the current [OpcNodeTypeInfo](#) directly inherits or a null reference (Nothing in Visual Basic) if the type does not inherit from a different [OpcNodeTypeInfo](#).

Category

Gets the [NodeCategoryOpcAttribute](#) which identifies the kind of node and is therefore used to classify the node regarding its use and purpose.

C#

```
public abstract OpcNodeCategory Category { get; }
```

Property Value

[OpcNodeCategory](#)

One of the members defined by the [OpcNodeCategory](#) enumeration.

Documentation

Gets any semantic information that would help a human to understand what the type represents.

C#

```
public virtual string Documentation { get; }
```

Property Value

String

A human readable text that describes the type and that would help a human to understand what the type represents.

Empty

Gets the type to use if there is no specific type data available.

C#

```
public static OpcNodeTypeInfo Empty { get; }
```

Property Value

OpcNodeTypeInfo

An instance of the [OpcNodeTypeInfo](#) class which refers to the [Empty](#).

IsAbstract

C#

```
public virtual bool IsAbstract { get; }
```

Property Value

Boolean

IsEmpty

Gets a value indicating whether the current [OpcNodeTypeInfo](#) represents a type to use if there is no specific type described.

C#

```
public virtual bool IsEmpty { get; }
```

Property Value

Boolean

The value true if the type does not declare a specific type; otherwise the value false.

IsUnknown

Gets a value indicating whether the [OpcNodeTypeInfo](#) acts as a placeholder for a referenced type its type declaration could not resolved.

C#

```
public virtual bool IsUnknown { get; }
```

Property Value

Boolean

The value true if the [OpcNodeTypeInfo](#) acts as a placeholder for an unresolved type declaration; otherwise the value false.

Name

Gets a value which defines the human-readable name of the type represented. A node which represents this [OpcNodeTypeInfo](#) uses the [Name](#) as its [BrowseName](#).

C#

```
public OpcName Name { get; }
```

Property Value

OpcName

An instance of the [OpcName](#) class with the [String](#) used as the name of the type which does not unambiguously identify the [OpcNodeTypeInfo](#).

SymbolicName

C#

```
public virtual string SymbolicName { get; }
```

Property Value

String

TypeId

Gets a value which identifies the type represented. A node which represents this [OpcNodeTypeInfo](#) uses the [TypeId](#) as its [NodeId](#).

C#

```
public OpcNodeId TypeId { get; }
```

Property Value

OpcNodeId

An instance of the [OpcNodeId](#) class used as the identifier of the type which unambiguously identifies the [OpcNodeTypeInfo](#).

TypeSystem

Gets the the [OpcNodeTypeSystem](#) which contains the node type declaration represented.

C#

```
public OpcNodeTypeSystem TypeSystem { get; }
```

Property Value

[OpcNodeTypeSystem](#)

An instance of the [OpcNodeTypeSystem](#) class which defines the current [OpcNodeTypeInfo](#).

UnderlyingType

Gets the type which provides the implementation of the [OpcNodeTypeInfo](#).

C#

```
public Type UnderlyingType { get; }
```

Property Value

[Type](#)

The [Type](#) which implements the type declared or a null reference (Nothing in Visual Basic) if there does not exist a declaration of the type described by this [OpcNodeTypeInfo](#).

UserWriteAccess

C#

```
public virtual OpcAttributeWriteAccess UserWriteAccess { get; }
```

Property Value

[OpcAttributeWriteAccess](#)

WriteAccess

C#

```
public virtual OpcAttributeWriteAccess WriteAccess { get; }
```

Property Value

[OpcAttributeWriteAccess](#)

Methods

AttributeValue(OpcAttribute)

Retrieves the value of the `attribute` specified.

C#

```
public virtual object AttributeValue(OpcAttribute attribute)
```

Parameters

`attribute` [OpcAttribute](#)

One of the members defined by the [OpcAttribute](#) enumeration which identifies the attribute its value is queried.

Returns

[Object](#)

The value of the `attribute` specified or a null reference (Nothing in Visual Basic) in case there the value of the attribute is a null reference or it is not supported by the current [OpcNodeTypeInfo](#).

AttributeValue<T>(OpcAttribute)

Retrieves the value of the `attribute` specified.

C#

```
public T AttributeValue<T>(OpcAttribute attribute)
```

Parameters

`attribute` [OpcAttribute](#)

One of the members defined by the [OpcAttribute](#) enumeration which identifies the attribute its value is queried.

Returns

[T](#)

The value of the `attribute` as the type `T` specified or the default value of the type `T` in case there the value of the attribute is a null reference (Nothing in Visual Basic) or it is not supported by the current [IOpcNodeInfo](#).

Child(OpcName)

C#

```
public IOpcNodeInfo Child(OpcName name)
```

Parameters

name OpcName

Returns

IOpcNodeInfo

Children()

C#

```
public virtual IEnumerable<IOpcNodeInfo> Children()
```

Returns

IEnumerable<IOpcNodeInfo>

Description(String)

C#

```
public OpcText Description(string cultureName)
```

Parameters

cultureName String

Returns

OpcText

Descriptions()

C#

```
public virtual IEnumerable<OpcText> Descriptions()
```

Returns

[IEnumerable<OpcText>](#)

DisplayName(String)

C#

```
public OpcText DisplayName(string cultureName)
```

Parameters

cultureName [String](#)

Returns

[OpcText](#)

DisplayNames()

C#

```
public virtual IEnumerable<OpcText> DisplayNames()
```

Returns

[IEnumerable<OpcText>](#)

GetUnderlyingType()

Retrieves the [Type](#) which provides the implementation of the [OpcNodeTypeInfo](#).

C#

```
protected virtual Type GetUnderlyingType()
```

Returns

[Type](#)

The [Type](#) which implements the type declared or a null reference (Nothing in Visual Basic) if there does not exist a declaration of the type described by this [OpcNodeTypeInfo](#).

References()

C#

```
public virtual IEnumerable<OpcReference> References()
```

Returns

[IEnumerable<OpcReference>](#)

ToString()

Returns a [String](#) representing the [Name](#) or the [UnderlyingType](#) of the current [OpcNodeTypeInfo](#).

C#

```
public override string ToString()
```

Returns

[String](#)

A [String](#) representing the [Name](#) or the [UnderlyingType](#) of the current [OpcNodeTypeInfo](#).

Table of Contents

Properties	1
BaseType	1
Category	1
Documentation	1
Empty	2
IsAbstract	2
IsEmpty	2
IsUnknown	2
Name	3
SymbolicName	3
TypeId	3
TypeSystem	4
UnderlyingType	4
UserWriteAccess	4
WriteAccess	4
Methods	5
AttributeValue(OpcAttribute)	5
AttributeValue<T>(OpcAttribute)	5
Child(OpcName)	6
Children()	6
Description(String)	6
Descriptions()	6
DisplayName(String)	7
DisplayNames()	7
GetUnderlyingType()	7
References()	7
ToString()	8

