

OpcNodeValue<T> Members

Namespace: Opc.UaFx

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

The [OpcNodeValue<T>](#) type exposes the following members.

Constructors

OpcNodeValue(OpcNodeId)

Initializes a new instance of the [OpcNodeValue`1](#) class with the [nodeId](#) of the node the [Value](#) attribute represented belongs to.

C#

```
public OpcNodeValue(OpcNodeId nodeId)
```

Parameters

[nodeId](#) [OpcNodeId](#)

The [OpcNodeId](#) of the node the value of its [Value](#) attribute is to be represented.

Exceptions

[ArgumentNullException](#)

The [nodeId](#) is a null reference (Nothing in Visual Basic).

OpcNodeValue(OpcNodeId, T)

Initializes a new instance of the [OpcNodeValue`1](#) class with the [nodeId](#) of the node the [Value](#) attribute and its [value](#) specified belongs to.

C#

```
public OpcNodeValue(OpcNodeId nodeId, T value)
```

Parameters

[nodeId](#) [OpcNodeId](#)

The [OpcNodeId](#) of the node its [Value](#) attribute value is to be represented.

[value](#) [T](#)

The value to represent.

Exceptions

ArgumentNullException

The `nodeId` is a null reference (Nothing in Visual Basic).

OpcNodeValue(OpcNodeId, T, DateTime)

Initializes a new instance of the `OpcNodeValue`1` class with the `nodeId` of the node the `Value` attribute and its `value` and the `sourceTimestamp` of the `value` specified belongs to.

C#

```
public OpcNodeValue(OpcNodeId nodeId, T value, DateTime sourceTimestamp)
```

Parameters

`nodeId` `OpcNodeId`

The `OpcNodeId` of the node its `Value` attribute value is to be represented.

`value` `T`

The value to represent.

`sourceTimestamp` `DateTime`

The timestamp at which the source produced the `value`.

Exceptions

`ArgumentNullException`

The `nodeId` is a null reference (Nothing in Visual Basic).

OpcNodeValue(OpcNodeId, T, DateTime, DateTime)

Initializes a new instance of the `OpcNodeValue`1` class with the `nodeId` of the node the `Value` attribute and its `value`, `sourceTimestamp` and `serverTimestamp` of the `value` specified belongs to.

C#

```
public OpcNodeValue(OpcNodeId nodeId, T value, DateTime sourceTimestamp, DateTime serverTimestamp)
```

Parameters

`nodeId` `OpcNodeId`

The `OpcNodeId` of the node its `Value` attribute value is to be represented.

`value` `T`

The value to represent.

`sourceTimestamp` `DateTime`

The timestamp at which the source produced the **value**.

serverTimestamp **DateTime**

The timestamp at which the server recorded the **value**.

Exceptions

ArgumentNullException

The **nodeId** is a null reference (Nothing in Visual Basic).

OpcNodeValue(OpcNodeId, T, DateTime, DateTime, OpcStatus)

Initializes a new instance of the **OpcNodeValue`1** class with the **nodeId** of the node the **Value** attribute and its **value**, **sourceTimestamp**, **serverTimestamp** and **status** of the **value** specified belongs to.

C#

```
public OpcNodeValue(OpcNodeId nodeId, T value, DateTime sourceTimestamp, DateTime serverTimestamp, OpcStatus status)
```

Parameters

nodeId **OpcNodeId**

The **OpcNodeId** of the node its **Value** attribute value is to be represented.

value **T**

The value to represent.

sourceTimestamp **DateTime**

The timestamp at which the source produced the **value**.

serverTimestamp **DateTime**

The timestamp at which the server recorded the **value**.

status **OpcStatus**

The status information associated with the **value**.

Exceptions

ArgumentNullException

The **nodeId** is a null reference (Nothing in Visual Basic).

OpcNodeValue(OpcNodeId, T, DateTime, DateTime,

OpcStatusCode)

Initializes a new instance of the `OpcNodeValue<T>` class with the `nodeId` of the node the `Value` attribute and its `value`, `sourceTimestamp`, `serverTimestamp` and `statusCode` of the `value` specified belongs to.

C#

```
[CLSCompliant(false)]
public OpcNodeValue(OpcNodeId nodeId, T value, DateTime sourceTimestamp, DateTime
serverTimestamp, OpcStatusCode statusCode)
```

Parameters

`nodeId` `OpcNodeId`

The `OpcNodeId` of the node its `Value` attribute value is to be represented.

`value` `T`

The value to represent.

`sourceTimestamp` `DateTime`

The timestamp at which the source produced the `value`.

`serverTimestamp` `DateTime`

The timestamp at which the server recorded the `value`.

`statusCode` `OpcStatusCode`

One of the `OpcStatusCode` members which defines the status information associated with the `value`.

Exceptions

`ArgumentNullException`

The `nodeId` is a null reference (Nothing in Visual Basic).

OpcNodeValue(OpcNodeId, T, DateTime, OpcStatus)

Initializes a new instance of the `OpcNodeValue<T>` class with the `nodeId` of the node the `Value` attribute and its `value`, `sourceTimestamp` and `status` of the `value` specified belongs to.

C#

```
public OpcNodeValue(OpcNodeId nodeId, T value, DateTime sourceTimestamp, OpcStatus status)
```

Parameters

`nodeId` `OpcNodeId`

The `OpcNodeId` of the node its `Value` attribute value is to be represented.

`value` `T`

The value to represent.

sourceTimestamp [DateTime](#)

The timestamp at which the source produced the value.

status [OpcStatus](#)

The status information associated with the **value**.

Exceptions

[ArgumentNullException](#)

The **nodeId** is a null reference (Nothing in Visual Basic).

OpcNodeValue(OpcNodeId, T, DateTime, OpcStatusCode)

Initializes a new instance of the [OpcNodeValue`1](#) class with the **nodeId** of the node the **Value** attribute and its **value**, **sourceTimestamp** and **statusCode** of the **value** specified belongs to.

C#

```
[CLSCompliant(false)]  
public OpcNodeValue(OpcNodeId nodeId, T value, DateTime sourceTimestamp, OpcStatusCode  
statusCode)
```

Parameters

nodeId [OpcNodeId](#)

The [OpcNodeId](#) of the node its **Value** attribute value is to be represented.

value [T](#)

The value to represent.

sourceTimestamp [DateTime](#)

The timestamp at which the source produced the value.

statusCode [OpcStatusCode](#)

One of the [OpcStatusCode](#) members which defines the status information associated with the **value**.

Exceptions

[ArgumentNullException](#)

The **nodeId** is a null reference (Nothing in Visual Basic).

Methods

CompareTo(Object)

Compares the current [OpcNodeValue`1](#) with the [other](#).

C#

```
public override int CompareTo(object other)
```

Parameters

[other](#) [Object](#)

The [OpcNodeValue`1](#) to compare with this [OpcNodeValue`1](#).

Returns

[Int32](#)

A 32-bit signed integer that indicates the relative order of the objects being compared ([CompareTo\(Object\)](#)).

CompareTo(OpcNodeAttribute<T>)

Compares the current [OpcNodeValue`1](#) with the [other](#).

C#

```
public override int CompareTo(OpcNodeAttribute<T> other)
```

Parameters

[other](#) [OpcNodeAttribute<T>](#)

The [OpcNodeValue`1](#) to compare with this [OpcNodeValue`1](#).

Returns

[Int32](#)

A 32-bit signed integer that indicates the relative order of the objects being compared ([CompareTo\(Object\)](#)).

CompareTo(OpcNodeValue<T>)

Compares the current [OpcNodeValue`1](#) with another [OpcNodeValue`1](#).

C#

```
public virtual int CompareTo(OpcNodeValue<T> other)
```

Parameters

other `OpcNodeValue`1`

The `OpcNodeValue`1` to compare with this `OpcNodeValue`1`.

Returns

`Int32`

A 32-bit signed integer that indicates the relative order of the objects being compared (`CompareTo()`).

CompareTo(OpcValue)

Compares the current `OpcNodeValue`1` with the other.

C#

```
public override int CompareTo(OpcValue other)
```

Parameters

other `OpcValue`

The `OpcNodeValue`1` to compare with this `OpcNodeValue`1`.

Returns

`Int32`

A 32-bit signed integer that indicates the relative order of the objects being compared (`CompareTo(Object)`).

CompareTo(OpcValue<T>)

Compares the current `OpcNodeValue`1` with the other.

C#

```
public override int CompareTo(OpcValue<T> other)
```

Parameters

other `OpcValue<T>`

The `OpcNodeValue`1` to compare with this `OpcNodeValue`1`.

Returns

`Int32`

A 32-bit signed integer that indicates the relative order of the objects being compared (`CompareTo(Object)`).

Equals(Object)

Determines whether the specified `other` is equal to this `OpcNodeValue`1`.

C#

```
public override bool Equals(object other)
```

Parameters

`other` `Object`

The `OpcNodeValue`1` to compare to the current `OpcNodeValue`1`.

Returns

`Boolean`

The value true if the specified `OpcNodeValue`1` is equal to the current `OpcNodeValue`1`; otherwise the value false.

Equals(OpcNodeAttribute<T>)

Determines whether the specified `other` is equal to this `OpcNodeValue`1`.

C#

```
public override bool Equals(OpcNodeAttribute<T> other)
```

Parameters

`other` `OpcNodeAttribute<T>`

The `OpcNodeValue`1` to compare to the current `OpcNodeValue`1`.

Returns

`Boolean`

The value true if the specified `OpcNodeValue`1` is equal to the current `OpcNodeValue`1`; otherwise the value false.

Equals(OpcNodeValue<T>)

Determines whether the specified `other` is equal to this `OpcNodeValue`1`.

C#

```
public virtual bool Equals(OpcNodeValue<T> other)
```

Parameters

other OpcNodeValue`1

The OpcNodeValue`1 to compare to the current OpcNodeValue`1.

Returns

Boolean

The value true if the specified OpcNodeValue`1 is equal to the current OpcNodeValue`1; otherwise the value false.

Equals(OpcValue)

Determines whether the specified other is equal to this OpcNodeValue`1.

C#

```
public override bool Equals(OpcValue other)
```

Parameters

other OpcValue

The OpcNodeValue`1 to compare to the current OpcNodeValue`1.

Returns

Boolean

The value true if the specified OpcNodeValue`1 is equal to the current OpcNodeValue`1; otherwise the value false.

Equals(OpcValue<T>)

Determines whether the specified other is equal to this OpcNodeValue`1.

C#

```
public override bool Equals(OpcValue<T> other)
```

Parameters

other OpcValue<T>

The OpcNodeValue`1 to compare to the current OpcNodeValue`1.

Returns

Boolean

The value true if the specified OpcNodeValue`1 is equal to the current OpcNodeValue`1; otherwise the value false.

GetHashCode()

Retrieves a hash code for this [OpcNodeValue`1](#).

C#

```
public override int GetHashCode()
```

Returns

[Int32](#)

An [Int32](#) that contains the hash code for the [OpcNodeValue`1](#).

Operators

Equality(OpcNodeValue<T>, OpcNodeValue<T>)

Returns a value indicating whether two instance of [OpcNodeValue`1](#) are equal.

C#

```
public static bool operator ==(OpcNodeValue<T> left, OpcNodeValue<T> right)
```

Explicit(OpcNodeValue<T> to DataValue)

Converts a [OpcNodeValue`1](#) to an [DataValue](#) object.

C#

```
[CLSCompliant(false)]  
public static explicit operator DataValue(OpcNodeValue<T> value)
```

GreaterThan(OpcNodeValue<T>, OpcNodeValue<T>)

Determines whether the first specified [OpcNodeValue`1](#) object is greater than the second specified [OpcNodeValue`1](#) object.

C#

```
public static bool operator >(OpcNodeValue<T> left, OpcNodeValue<T> right)
```

GreaterThanOrEqual(OpcNodeValue<T>, OpcNodeValue<T>)

Determines whether the first specified [OpcNodeValue`1](#) object is greater than or equal to the second specified [OpcNodeValue`1](#) object.

C#

```
public static bool operator >=(OpcNodeValue<T> left, OpcNodeValue<T> right)
```

Inequality(OpcNodeValue<T>, OpcNodeValue<T>)

Returns a value indicating whether two instances of [OpcNodeValue`1](#) are not equal.

C#

```
public static bool operator !=(OpcNodeValue<T> left, OpcNodeValue<T> right)
```

LessThan(OpcNodeValue<T>, OpcNodeValue<T>)

Determines whether the first specified [OpcNodeValue`1](#) object is less than the second specified [OpcNodeValue`1](#) object.

C#

```
public static bool operator <(OpcNodeValue<T> left, OpcNodeValue<T> right)
```

Exceptions

[ArgumentNullException](#)

The [left](#) is a null reference (Nothing in Visual Basic).

LessThanOrEqual(OpcNodeValue<T>, OpcNodeValue<T>)

Determines whether the first specified [OpcNodeValue`1](#) object is less than or equal to the second [OpcNodeValue`1](#) object.

C#

```
public static bool operator <=(OpcNodeValue<T> left, OpcNodeValue<T> right)
```

Exceptions

[ArgumentNullException](#)

The [left](#) is a null reference (Nothing in Visual Basic).

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