

OpcObjectTypes.OpcExclusiveLimitStateMachineType Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

C#

```
public class OpcExclusiveLimitStateMachineType : OpcNodeId, IEquatable<OpcNodeId>,
    IComparable, IComparable<OpcNodeId>
```

Inheritance [Object](#) > [OpcNodeId](#) > OpcObjectTypes.OpcExclusiveLimitStateMachineType

Implements [IEquatable<OpcNodeId>](#), [IComparable](#), [IComparable<OpcNodeId>](#)

Fields

Name	Description
DefaultSeparator	Defines the character which is used to separate parent-child related node identifiers from each other when constructing a parent-child related node identifier using Of(OpcName, OpcNodeId) . (Inherited from OpcNodeId)
DefaultSeparatorOfPath	Defines the character which is used to separate node-component-node related node identifiers from each other when constructing a node-component-node related node identifier using WithPath(OpcNamePath) . (Inherited from OpcNodeId)

Properties

Name	Description
Factory	Gets or sets the globally used OpcNodeIdFactory to generate new instances of the OpcNodeId class. (Inherited from OpcNodeId)
OpcExclusiveLimitStateMachineType.High	
OpcExclusiveLimitStateMachineType.HighHigh	
OpcExclusiveLimitStateMachineType.HighHighToHigh	
OpcExclusiveLimitStateMachineType.HighToHighHigh	
IsAbsolute	Gets a value indicating whether the identifier is an absolute one. (Inherited from OpcNodeId)
IsNull	Gets a value indicating whether the node identifier is a null identifier. (Inherited from OpcNodeId)
OpcExclusiveLimitStateMachineType.Low	
OpcExclusiveLimitStateMachineType.LowLow	
OpcExclusiveLimitStateMachineType.LowLowToLow	
OpcExclusiveLimitStateMachineType.LowToLowLow	

Name	Description
Namespace	Gets the OpcNamespace used by the OpcNodeId to describe the namespace to that the node identifier belongs. (Inherited from OpcNodeId)
NamespaceIndex	Gets the index of the namespace that this identifier belongs. (Inherited from OpcNodeId)
NamespaceUri	Gets the uniform resource identifier (URI) of the namespace referred by the NamespaceIndex . (Inherited from OpcNodeId)
Null	Gets the default null node identifier. (Inherited from OpcNodeId)
OriginalFormat	Gets the original format of the node identifier from that the instance was constructed. (Inherited from OpcNodeId)
OriginalString	Gets the original node identifier string that was passed to the Parse(String) method. (Inherited from OpcNodeId)
Path	Gets the path portion of the Value which refers to the logical (= physically not available in the address space) portion of the identifier. (Inherited from OpcNodeId)
Type	Gets the type of Value used to define the identifier. (Inherited from OpcNodeId)
Value	Gets the Type dependent value of the identifier represented. (Inherited from OpcNodeId)
ValueAsString	Gets the Value formatted as a String . (Inherited from OpcNodeId)

Methods

Name	Description
CompareTo(Object)	Compares the current OpcNodeId with the other . (Inherited from OpcNodeId)
CompareTo(OpcNodeId)	Compares the current OpcNodeId with another OpcNodeId . (Inherited from OpcNodeId)
Equals(Object)	Determines whether the specified other is equal to this OpcNodeId . (Inherited from OpcNodeId)
Equals(OpcNodeId)	Determines whether the specified other is equal to this OpcNodeId . (Inherited from OpcNodeId)
Equals(OpcNodeId, OpcNodeId)	Determines whether two specified OpcNodeId objects are equals. (Inherited from OpcNodeId)
Equals(OpcNodeId, OpcNodeId, OpcNodeIdComparison)	Determines whether two specified OpcNodeId objects are equals according to a specific comparison method. (Inherited from OpcNodeId)

Name	Description
<code>Equals(OpcNodeId, OpcNodeIdComparison)</code>	Determines whether the specified <code>OpcNodeId</code> object is equals to this instance according to a specific comparison method. (Inherited from <code>OpcNodeId</code>)
<code>ExcludePath</code>	Retrieves a new <code>OpcNodeId</code> there its <code>Value</code> not longer contains any <code>Path</code> information. (Inherited from <code>OpcNodeId</code>)
<code>GetHashCode</code>	Retrieves a hash code for this <code>OpcNodeId</code> . (Inherited from <code>OpcNodeId</code>)
<code>IsNullOrEmpty(OpcNodeId)</code>	Indicates whether the specified <code>OpcNodeId</code> is null or its <code>Value</code> is null, default or an empty string (""). (Inherited from <code>OpcNodeId</code>)
<code>Of(OpcName)</code>	Creates a new <code>OpcNodeId</code> instance from the <code>name</code> specified. (Inherited from <code>OpcNodeId</code>)
<code>Of(OpcName, OpcNodeId)</code>	Creates a new parent-child related <code>OpcNodeId</code> instance from the <code>name</code> and <code>parentNodeId</code> specified. (Inherited from <code>OpcNodeId</code>)
<code>Of(OpcName, OpcNodeId, Char)</code>	Creates a new parent-child related <code>OpcNodeId</code> instance from the <code>name</code> and <code>parentNodeId</code> specified. (Inherited from <code>OpcNodeId</code>)
<code>Parse(String)</code>	Converts a node identifier string to a <code>OpcNodeId</code> instance. (Inherited from <code>OpcNodeId</code>)
<code>Resolve(IOpcNamespaceResolver)</code>	Resolves this node identifier to a new node identifier its <code>Namespace</code> might be known in the context of the <code>resolver</code> object specified. (Inherited from <code>OpcNodeId</code>)
<code>ToString</code>	Returns a string representing the node identifier. (Inherited from <code>OpcNodeId</code>)
<code>ToString(OpcNodeIdFormat)</code>	Returns a string representing the node identifier in the <code>format</code> specified. (Inherited from <code>OpcNodeId</code>)
<code>TryParse(String, OpcNodeId@)</code>	Determines whether a string is a valid node identifier. (Inherited from <code>OpcNodeId</code>)
<code>UriIdentifier(OpcNodeId)</code>	Retrieves the <code>Value</code> of the <code>nodeId</code> as an <code>Uri</code> . (Inherited from <code>OpcNodeId</code>)
<code>WithPath(OpcName)</code>	Defines a new <code>OpcNodeId</code> using the <code>Value</code> , <code>Namespace</code> and <code>Path</code> of this <code>OpcNodeId</code> by combining this <code>Path</code> with the <code>pathElements</code> specified. (Inherited from <code>OpcNodeId</code>)
<code>WithPath(OpcNamePath)</code>	Defines a new <code>OpcNodeId</code> using the <code>Value</code> , <code>Namespace</code> and <code>Path</code> of this <code>OpcNodeId</code> by combining this <code>Path</code> with the <code>path</code> specified. (Inherited from <code>OpcNodeId</code>)

Operators

Name	Description
<code>op_Equality(OpcNodeId, OpcNodeId)</code>	Returns a value indicating whether two instance of <code>OpcNodeId</code> are equal. (Inherited from <code>OpcNodeId</code>)
<code>op_Explicit(Ua.ExpandedNodeId)</code>	Converts a <code>OpcNodeId</code> to an <code>ExpandedNodeId</code> object. (Inherited from <code>OpcNodeId</code>)

Name	Description
op_Explicit(Ua.NodeId)	Converts a OpcNodeId to an NodeId object. (Inherited from OpcNodeId)
op_GreaterThan(OpcNodeId, OpcNodeId)	Determines whether the first specified OpcNodeId object is greater than the second specified OpcNodeId object. (Inherited from OpcNodeId)
op_GreaterThanOrEqual(OpcNodeId, OpcNodeId)	Determines whether the first specified OpcNodeId object is greater than or equal to the second specified OpcNodeId object. (Inherited from OpcNodeId)
op_Implicit(ExpandedNodeId)~Opc.UaFx.OpcNodeId)	Converts a ExpandedNodeId to an OpcNodeId object. (Inherited from OpcNodeId)
op_Implicit(UaFx.OpcNodeId)	Converts a Int32 to an OpcNodeId object. (Inherited from OpcNodeId)
op_Implicit(NodeId)~Opc.UaFx.OpcNodeId)	Converts a NodeId to an OpcNodeId object. (Inherited from OpcNodeId)
op_Implicit(UaFx.OpcNodeId)	Converts a String to an OpcNodeId object. (Inherited from OpcNodeId)
op_Inequality(OpcNodeId, OpcNodeId)	Returns a value indicating whether two instances of OpcNodeId are not equal. (Inherited from OpcNodeId)
op_LessThan(OpcNodeId, OpcNodeId)	Determines whether the first specified OpcNodeId object is less than the second specified OpcNodeId object. (Inherited from OpcNodeId)
op_LessThanOrEqual(OpcNodeId, OpcNodeId)	Determines whether the first specified OpcNodeId object is less than or equal to the second OpcNodeId object. (Inherited from OpcNodeId)

Table of Contents

Fields	1
Properties	1
Methods	2
Operators	3

