

OpcOffNormalAlarmNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcOffNormalAlarmNode(IOpcNode, OpcName)

Initializes a new instance of the [OpcOffNormalAlarmNode](#) class accessible by the **name** specified as a child node of the **parent** node given.

C#

```
public OpcOffNormalAlarmNode(IOpcNode parent, OpcName name)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new off normal alarm node can be accessed.

OpcOffNormalAlarmNode(IOpcNode, OpcName, OpcNodeId)

Initializes a new instance of the [OpcOffNormalAlarmNode](#) class accessible by the **name** and **id** specified as a child node of the **parent** node given.

C#

```
public OpcOffNormalAlarmNode(IOpcNode parent, OpcName name, OpcNodeId id)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new off normal alarm node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new off normal alarm node can be identified and accessed.

OpcOffNormalAlarmNode(OpcName)

Initializes a new instance of the [OpcOffNormalAlarmNode](#) class accessible by the [name](#) specified.

C#

```
public OpcOffNormalAlarmNode(OpcName name)
```

Parameters

[name](#) [OpcName](#)

The [OpcName](#) through that the new off normal alarm node can be accessed.

OpcOffNormalAlarmNode(OpcName, OpcNodeId)

Initializes a new instance of the [OpcOffNormalAlarmNode](#) class accessible by the [name](#) and [id](#) specified.

C#

```
public OpcOffNormalAlarmNode(OpcName name, OpcNodeId id)
```

Parameters

[name](#) [OpcName](#)

The [OpcName](#) through that the new off normal alarm node can be accessed.

[id](#) [OpcNodeId](#)

The [OpcNodeId](#) through that the new off normal alarm node can be identified and accessed.

Properties

DefaultTypeDefinitionId

Gets the default identifier which identifies the node that defines the underlying node type from that this [OpcInstanceNode](#) has been created.

C#

```
protected override OpcNodeId DefaultTypeDefinitionId { get; }
```

Property Value

[OpcNodeId](#)

The [OpcNodeId](#) of the type node from that this [OpcInstanceNode](#) has been created from. These type node

defines the typical structure of an instance node of its type definition. If there exists no specific type definition node a null reference (Nothing in Visual Basic).

NormalStateId

Gets or sets the node identifier that points to a variable which has a value that corresponds to one of the possible values of the variable pointed to by the [InputNodeId](#) property where the [NormalStateId](#) property variable value is the value that is considered to be the normal state of the variable pointed to by the [InputNodeId](#) property.

C#

```
public OpcNodeId NormalStateId { get; set; }
```

Property Value

[OpcNodeId](#)

When the value of the variable referenced by the [InputNodeId](#) property is not equal to the value of the [NormalStateId](#) property the alarm is active. If this variable is not in the address space, a [Null](#) is provided.

NormalStateIdNode

Gets the [OpcNodeIdPropertyNode](#) of the [NormalStateId](#) property.

C#

```
public OpcNodeIdPropertyNode NormalStateIdNode { get; }
```

Property Value

[OpcNodeIdPropertyNode](#)

An instance of the [OpcNodeIdPropertyNode](#) class.

Methods

CreateBranchCore()

Creates a new instance of the [OpcOffNormalAlarmNode](#) using the same [Id](#) and [Name](#) as this node.

C#

```
protected override OpcConditionNode CreateBranchCore()
```

Returns

[OpcConditionNode](#)

A new instance of the [OpcOffNormalAlarmNode](#) identifiable and accessible through the same [Id](#) and [Name](#) as this node.

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