# OpcReadPropertyValueCallback<T> Delegate

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

Represents the method that will read the value of a property node.

**C#**

```
public delegate OpcPropertyValue<T>
OpcReadPropertyValueCallback<T>(OpcReadPropertyValueContext<OpcPropertyNode<T>> context,
OpcPropertyValue<T> value);
```

### Parameters

`context` OpcReadPropertyValueContext<OpcPropertyNode>

The OpcReadPropertyValueContext´1 to use to read the property value.

`value` OpcPropertyValue<T>

The preliminary OpcPropertyValue´1.

### Returns

OpcPropertyValue<T>

The determined OpcPropertyValue´1.

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