

OpcText Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Represents a human readable [String](#) value optionally associated with a [Culture](#) and localization relevant information.

C#

```
[OpcDataType(21U)]  
public class OpcText : IFormattable, IComparable
```

Inheritance [Object](#) > [OpcText](#)

Attributes [OpcDataTypeAttribute](#)

Implements [IFormattable](#), [IComparable](#)

Constructors

Name	Description
OpcText(String)	Initializes a new instance of the OpcText class using the value .
OpcText(String, String)	Initializes a new instance of the OpcText class using the value and the cultureName of the value .
OpcText(String, String, String)	Initializes a new instance of the OpcText class using the value , cultureName and key of the value .

Properties

Name	Description
Culture	Gets the culture which is used to localize the Value .
CultureName	Gets the name of the culture used to localize the Value .
IsNull	Gets a value indicating whether the Value represented is a null reference (Nothing in Visual Basic).
Key	Gets the key information associated with the OpcText which can be used to look up alternative localizations of the Value .
Null	Gets a value used to identify an undefined OpcText .
Value	Gets the value represented.

Methods

Name	Description
CompareTo(Object)	Compares the current OpcText with the other .
CompareTo(OpcText)	Compares the current OpcText with another OpcText .
Equals(Object)	Determines whether the specified other is equal to this OpcText .
Equals(OpcText)	Determines whether the specified other is equal to this OpcText .

Name	Description
Format(Object)	Replaces the format items in this OpcText with the string representation of a corresponding object in the specified array.
GetHashCode	Retrieves a hash code for this OpcText .
ToString	Converts the value of this instance to its equivalent string representation.
ToString(String, IFormatProvider)	Converts the value of this instance to its equivalent string representation using the specified format and culture-specific format information.

Operators

Name	Description
op_Equality(OpcText, OpcText)	Returns a value indicating whether two instance of OpcText are equal.
op_GreaterThan(OpcText, OpcText)	Determines whether the first specified OpcText object is greater than the second specified OpcText object.
op_GreaterThanOrEqual(OpcText, OpcText)	Determines whether the first specified OpcText object is greater than or equal to the second specified OpcText object.
op_Implicit(LocalizedText)~Opc.UaFx.OpcText)	Converts a LocalizedText to an OpcText object.
op_Implicit(Ua.LocalizedText)	Converts a OpcText to an LocalizedText object.
op_Implicit(String)	Converts a OpcText to an LocalizedText object.
op_Implicit(UaFx.OpcText)	Converts a String to an OpcText object.
op_Inequality(OpcText, OpcText)	Returns a value indicating whether two instances of OpcText are not equal.
op_LessThan(OpcText, OpcText)	Determines whether the first specified OpcText object is less than the second specified OpcText object.
op_LessThanOrEqual(OpcText, OpcText)	Determines whether the first specified OpcText object is less than or equal to the second OpcText object.

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