

OpcTextConditionVariableNode

Members

Namespace: Opc.UaFx

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

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

Constructors

OpcTextConditionVariableNode(IOpcNode, OpcName)

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

C#

```
public OpcTextConditionVariableNode(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 text condition variable node can be accessed.

OpcTextConditionVariableNode(IOpcNode, OpcName, OpcNodeId)

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

C#

```
public OpcTextConditionVariableNode(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 text condition variable node can be accessed.

id `OpcNodeId`

The `OpcNodeId` through that the new text condition variable node can be identified and accessed.

OpcTextConditionVariableNode(IOpcNode, OpcName, OpcNodeId, OpcText)

Initializes a new instance of the `OpcTextConditionVariableNode` class accessible by the `name` and `id` specified with the initial value defined by `value` as a child node of the `parent` node given.

C#

```
public OpcTextConditionVariableNode(IOpcNode parent, OpcName name, OpcNodeId id, OpcText value)
```

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 text condition variable node can be accessed.

id `OpcNodeId`

The `OpcNodeId` through that the new text condition variable node can be identified and accessed.

value `OpcText`

The initial value of the new text condition variable node.

OpcTextConditionVariableNode(IOpcNode, OpcName, OpcText)

Initializes a new instance of the `OpcTextConditionVariableNode` class accessible by the `name` specified with the initial value defined by `value` as a child node of the `parent` node given.

C#

```
public OpcTextConditionVariableNode(IOpcNode parent, OpcName name, OpcText value)
```

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 text condition variable node can be accessed.

value OpcText

The initial value of the new text condition variable node.

OpcTextConditionVariableNode(OpcName)

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

C#

```
public OpcTextConditionVariableNode(OpcName name)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new text condition variable node can be accessed.

OpcTextConditionVariableNode(OpcName, OpcNodeId)

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

C#

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

Parameters

name [OpcName](#)

The [OpcName](#) through that the new text condition variable node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new text condition variable node can be identified and accessed.

OpcTextConditionVariableNode(OpcName, OpcNodeId, OpcText)

Initializes a new instance of the [OpcTextConditionVariableNode](#) class accessible by the **name** and **id** specified with the initial value given by **value**.

C#

```
public OpcTextConditionVariableNode(OpcName name, OpcNodeId id, OpcText value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new text condition variable node can be accessed.

id `OpcNodeId`

The `OpcNodeId` through that the new text condition variable node can be identified and accessed.

value `OpcText`

The initial value of the new text condition variable node.

OpcTextConditionVariableNode(OpcName, OpcText)

Initializes a new instance of the `OpcTextConditionVariableNode` class accessible by the **name** specified with the initial value given by **value**.

C#

```
public OpcTextConditionVariableNode(OpcName name, OpcText value)
```

Parameters

name `OpcName`

The `OpcName` through that the new text condition variable node can be accessed.

value `OpcText`

The initial value of the new text condition variable node.

Properties

Value

Gets or sets the value of the text condition variable node.

C#

```
public OpcText Value { get; set; }
```

Property Value

`OpcText`

A `OpcText` representing the value of the text condition variable node. This can be also a null reference (Nothing in Visual Basic).

Methods

InitializeDefaults()

Initializes the default values used by the `OpcTextConditionVariableNode`.

C#

```
protected override void InitializeDefaults()
```

Remarks

This method is used to ensure the availability of appropriate node specific default values. For more information like when this method is to be overwritten see [InitializeDefaults](#).

ReadTextValue(OpcReadVariableValueContext)

Reads the text condition variable node value using the `context` specified.

C#

```
public OpcText ReadTextValue(OpcReadVariableValueContext context)
```

Parameters

`context` [OpcReadVariableValueContext](#)

The [OpcReadVariableValueContext](#) to use to read the text condition variable node value.

Returns

[OpcText](#)

The [OpcText](#) text condition variable node value associated with this node and read using the `context` specified. This can also be a null reference (Nothing in Visual Basic).

Exceptions

[ArgumentNullException](#)

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

WriteTextValue(OpcWriteVariableValueContext, OpcText)

Writes the `value` to the text condition variable node value using the `context` specified.

C#

```
public void WriteTextValue(OpcWriteVariableValueContext context, OpcText value)
```

Parameters

`context` [OpcWriteVariableValueContext](#)

The [OpcWriteVariableValueContext](#) to use to write the text condition variable node `value` specified.

`value` [OpcText](#)

The `OpcText` to write to the text condition variable node value.

Exceptions

`ArgumentNullException`

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

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