

OpcTwoStateVariableNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines a specialization of the [OpcStateVariableNode](#) which uses a [Boolean](#) as the value of the [VariableId](#).

C#

```
public class OpcTwoStateVariableNode : OpcStateVariableNode, IOpcNode, IOpcNodeInfo
```

Inheritance Object > OpcNode > OpcInstanceStateNode > OpcVariableNode > OpcDataVariableNode > OpcTextVariableNode > OpcStateVariableNode > OpcTwoStateVariableNode

Implements [IOpcNode](#), [IOpcNodeInfo](#)

Constructors

| Name | Description |
|--|---|
| OpcTwoStateVariableNode(IOpcNode, OpcName) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name specified as a child node of the parent node given. |
| OpcTwoStateVariableNode(IOpcNode, OpcName, OpcNodeld) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name and id specified as a child node of the parent node given. |
| OpcTwoStateVariableNode(IOpcNode, OpcName, OpcNodeld, OpcText) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name and id specified with the initial value defined by value as a child node of the parent node given. |
| OpcTwoStateVariableNode(IOpcNode, OpcName, OpcText) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name specified with the initial value defined by value as a child node of the parent node given. |
| OpcTwoStateVariableNode(OpcName) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name specified. |
| OpcTwoStateVariableNode(OpcName, OpcNodeld) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name and id specified. |
| OpcTwoStateVariableNode(OpcName, OpcNodeld, OpcText) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name and id specified with the initial value given by value . |
| OpcTwoStateVariableNode(OpcName, OpcText) | Initializes a new instance of the OpcTwoStateVariableNode class accessible by the name specified with the initial value given by value . |

Events

| Name | Description |
|--------------------|--|
| AfterApplyChanges | Occurs after one or more changes on the node has been notified. (Inherited from OpcNode) |
| BeforeApplyChanges | Occurs before one or more changes on the node are notified. (Inherited from OpcNode) |

Properties

| Name | Description |
|-------------------------|--|
| AccessLevel | Gets or sets a value which indicates in which ways the Value attribute of the variable node can be accessed (read/write) and if it provides current and/or historic data. (Inherited from OpcVariableNode) |
| ArrayDimensions | Gets the number/lengths of dimensions for an array Value with one or more fixed dimensions. (Inherited from OpcVariableNode) |
| Category | Gets the NodeCategoryOpcAttribute which identifies the kind of node and is therefore used to classify the node regarding its use and purpose. (Inherited from OpcNode) |
| DataType | Gets or sets a value which defines a pre-defined used DataTypeld as one of the members defined by the OpcDataType enumeration to simplify querying standard data types. (Inherited from OpcVariableNode) |
| DataTypeld | Gets or stets the identifier which identifies the node that defines the type of data represented by the variable node. (Inherited from OpcVariableNode) |
| DefaultReferenceTypeld | Gets the default identifier which identifies the type that defines the underlying node reference within this OpcInstanceNode is referenced by its parent node. (Inherited from OpcInstanceNode) |
| DefaultReferenceTypeld | Gets the default identifier which identifies the type that defines the underlying node reference within this OpcInstanceNode is referenced by its parent node. (Inherited from OpcVariableNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcInstanceNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcVariableNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcDataVariableNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcStateVariableNode) |
| Description | Gets or sets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node. (Inherited from OpcNode) |

| Name | Description |
|-----------------------------|---|
| Descriptions | Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the Description attribute of the current node. (Inherited from OpcNode) |
| DisplayName | Gets or sets the value of the DisplayNameOpcAttribute which defines the localizable name of the node. (Inherited from OpcNode) |
| DisplayNames | Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the DisplayName attribute of the current node. (Inherited from OpcNode) |
| EffectiveDisplayName | Gets or sets a value which contains a human readable name for the current state of the state machine after taking the state of any sub state machines in account. (Inherited from OpcStateVariableNode) |
| EffectiveDisplayNameNode | Gets the OpcTextPropertyNode of the EffectiveDisplayName property. (Inherited from OpcStateVariableNode) |
| EffectiveTransitionTime | Gets or sets a value which specifies the time when the current state or one of its substates was entered. |
| EffectiveTransitionTimeNode | Gets the OpcPropertyNode`1 of the EffectiveTransitionTime property. |
| FalseState | Gets or sets a value which contains a human readable representation for the variable value when its VariableId property has the value true. |
| FalseStateNode | Gets the OpcTextPropertyNode of the FalseState property. |
| HasPendingChanges | Gets a value indicating whether there exists any pending change on the node. (Inherited from OpcNode) |
| HistoryConfiguration | (Inherited from OpcVariableNode) |
| Id | Gets the value of the NodeIdOpcAttribute which unambiguously identifies the node. (Inherited from OpcNode) |
| IsArray | Gets a value indicating whether the Value of the OpcVariableNode represented is an array. (Inherited from OpcVariableNode) |
| IsHistorizing | (Inherited from OpcVariableNode) |
| ModellingRuleId | Gets or sets the identifier which defines how the OpcInstanceStateNode is used for instantiation. (Inherited from OpcInstanceStateNode) |
| Name | Gets or sets the value of the BrowseNameOpcAttribute which defines the non-localizable human-readable name used when browsing the address space. (Inherited from OpcNode) |
| Namespace | (Inherited from OpcNode) |
| Number | Gets or sets a numeric identifier which identifies the current state within the state machine. (Inherited from OpcStateVariableNode) |
| NumberNode | Gets the OpcPropertyNode`1 of the Number property. (Inherited from OpcStateVariableNode) |
| Parent | Gets the parent node of the node. (Inherited from OpcNode) |
| Parent | Gets the parent node of the node. (Inherited from OpcInstanceStateNode) |

| Name | Description |
|-----------------------------|---|
| PendingChanges | Gets a value indicating the most recent changes performed on the node since their last notification. (Inherited from OpcNode) |
| QueryEventsCallback | Gets or sets a callback used to query any event information which belongs to the node. (Inherited from OpcNode) |
| ReadAccessLevelCallback | (Inherited from OpcVariableNode) |
| ReadArrayDimensionsCallback | (Inherited from OpcVariableNode) |
| ReadDataTypeCallback | (Inherited from OpcVariableNode) |
| ReadDescriptionCallback | (Inherited from OpcNode) |
| ReadDisplayNameCallback | (Inherited from OpcNode) |
| ReadIsHistorizingCallback | (Inherited from OpcVariableNode) |
| ReadUserAccessLevelCallback | (Inherited from OpcVariableNode) |
| ReadUserWriteAccessCallback | (Inherited from OpcNode) |
| ReadValueRankCallback | (Inherited from OpcVariableNode) |
| ReadVariableValueCallback | Gets or sets a callback used to read the variable value. (Inherited from OpcVariableNode) |
| ReadWriteAccessCallback | (Inherited from OpcNode) |
| ReferenceType | Gets a value which defines a pre-defined used ReferenceTypeId as one of the members defined by the OpcReferenceType enumeration to simplify querying standard reference types. (Inherited from OpcInstanceNode) |
| ReferenceTypeId | Gets or sets the identifier which identifies the node that defines the semantic of the reference between a source and a target node and generally reflects an operation between the two, such as "A contains B". (Inherited from OpcInstanceNode) |
| Status | (Inherited from OpcVariableNode) |
| SymbolicName | (Inherited from OpcNode) |
| Tag | Gets or sets the object that contains additional user data about the node. (Inherited from OpcNode) |
| Timestamp | (Inherited from OpcVariableNode) |
| TransitionTime | Gets or sets a value which specifies when the current state was entered. |
| TransitionTimeNode | Gets the OpcPropertyNameNode '1 of the TransitionTime property. |
| TrueState | Gets or sets a value which contains a human readable representation for the variable value when its VariableId property has the value true. |
| TrueStateNode | Gets the OpcTextPropertyNode of the TrueState property. |
| TypeDefinitionId | Gets or sets the identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcInstanceNode) |
| UserAccessLevel | Gets or sets a value which indicates in which ways the Value attribute of the variable node can be accessed (read/write) and if it provides current and/or historic data taking user access rights into account. (Inherited from OpcVariableNode) |
| UserWriteAccess | Gets or sets the value of the optional UserWriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node taking user access rights into account. (Inherited from OpcNode) |
| Value | Gets or sets the value of the variable node which may be simple or complex. (Inherited from OpcVariableNode) |

| Name | Description |
|------------------------------|--|
| Value | Gets or sets the value of the text variable node. (Inherited from OpcTextVariableNode) |
| ValueRank | (Inherited from OpcVariableNode) |
| VariableId | Gets or sets a node identifier which uniquely identifies the current state within the state machine. |
| VariableId | Gets or sets a value which uniquely identifies the current state within the state machine. (Inherited from OpcStateVariableNode) |
| VariableIdNode | Gets the OpcPropertyName of the VariableId property. (Inherited from OpcStateVariableNode) |
| VariableName | Gets or sets the name which uniquely identifies the current state within the state machine. (Inherited from OpcStateVariableNode) |
| VariableNameNode | Gets the OpcNamePropertyName of the VariableName property. (Inherited from OpcStateVariableNode) |
| WriteAccess | Gets or sets the value of the optional WriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node. (Inherited from OpcNode) |
| WriteAccessLevelCallback | (Inherited from OpcVariableNode) |
| WriteArrayDimensionsCallback | (Inherited from OpcVariableNode) |
| WriteDataTypeCallback | (Inherited from OpcVariableNode) |
| WriteDescriptionCallback | (Inherited from OpcNode) |
| WriteDisplayNameCallback | (Inherited from OpcNode) |
| WriteIsHistorizingCallback | (Inherited from OpcVariableNode) |
| WriteUserAccessLevelCallback | (Inherited from OpcVariableNode) |
| WriteUserWriteAccessCallback | (Inherited from OpcNode) |
| WriteValueRankCallback | (Inherited from OpcVariableNode) |
| WriteVariableValueCallback | Gets or sets a callback used to write the variable value. (Inherited from OpcVariableNode) |
| WriteWriteAccessCallback | (Inherited from OpcNode) |

Methods

| Name | Description |
|--|---|
| AddChild(OpcContext , OpcInstanceNode) | (Inherited from OpcInstanceNode) |
| AddNotifier(OpcContext , IOpcNode) | (Inherited from OpcNode) |
| ApplyChanges(OpcContext) | Notifies about changes performed on the node since the last notification and resets the pending changes to None . (Inherited from OpcNode) |
| ApplyChanges(OpcContext , Boolean) | Notifies about changes performed on the node (and optionally on its children) since the last notification and resets the pending changes to None . (Inherited from OpcNode) |
| AttributeValue(OpcAttribute) | Retrieves the value of the attribute specified. (Inherited from OpcNode) |

| Name | Description |
|--|--|
| AttributeValue``1(OpcAttribute) | Retrieves the value of the attribute specified. (Inherited from OpcNode) |
| Child(OpcContext, OpcName) | Retrieves the child node its Name property matches exactly the name specified. (Inherited from OpcNode) |
| Children(OpcContext) | Retrieves a sequence of all nodes organized as children of this node. (Inherited from OpcNode) |
| InitializeDefaults | Initializes the default values used by the OpcTwoStateVariableNode . |
| InitializeDefaults | Initializes the default values used by the node implementation represented / required. (Inherited from OpcNode) |
| InitializeDefaults | Initializes the default values used by the OpcInstanceNode . (Inherited from OpcInstanceNode) |
| InitializeDefaults | Initializes the default values used by the OpcVariableNode . (Inherited from OpcVariableNode) |
| IsChangePending(OpcNodeChanges) | (Inherited from OpcNode) |
| OnAfterApplyChanges(OpcNodeChangesEventArgs) | Raises the AfterApplyChanges event using the event data specified. (Inherited from OpcNode) |
| OnBeforeApplyChanges(OpcNodeChangesEventArgs) | Raises the BeforeApplyChanges event using the event data specified. (Inherited from OpcNode) |
| QueryEventsCore(OpcNodeContext, OpcEventCollection) | (Inherited from OpcNode) |
| ReadAttributeValueCore``1(OpcReadAttributeValueContext, OpcAttributeValue) | (Inherited from OpcNode) |
| ReadAttributeValueCore``1(OpcReadAttributeValueContext, OpcAttributeValue) | (Inherited from OpcVariableNode) |
| ReadTextValue(OpcReadVariableValueContext) | Reads the text variable node value using the context specified. (Inherited from OpcTextVariableNode) |
| ReadValue(OpcReadVariableValueContext) | Reads the variable node value using the context specified. (Inherited from OpcVariableNode) |
| ReadVariableValue(OpcReadVariableValueContext) | (Inherited from OpcVariableNode) |
| ReadVariableValueCore(OpcReadVariableValueContext, OpcVariableValue) | Reads the value of the variable node using the context and value information specified. (Inherited from OpcVariableNode) |
| RemoveChild(OpcContext, OpcInstanceNode) | (Inherited from OpcInstanceNode) |
| RemoveNotifier(OpcContext, IOpcNode) | (Inherited from OpcNode) |
| RemoveNotifier(OpcContext, IOpcNode) | (Inherited from OpcInstanceNode) |
| ReportEvent(OpcContext, OpcEvent) | (Inherited from OpcNode) |

| Name | Description |
|---|--|
| UpdateChanges(OpcContext, OpcNodeChanges) | Notifies about the changes on behalf of the node and removes pending changes which intersect with the changes specified. (Inherited from OpcNode) |
| UpdateChanges(OpcContext, OpcNodeChanges, Boolean) | Notifies about the changes on behalf of the node (and optionally on its children) and removes pending changes which intersect with the changes specified. (Inherited from OpcNode) |
| WriteAttributeValueCore`1(OpcWriteAttributeValueContext, OpcAttributeValue) | (Inherited from OpcNode) |
| WriteAttributeValueCore`1(OpcWriteAttributeValueContext, OpcAttributeValue) | (Inherited from OpcVariableNode) |
| WriteTextValue(OpcWriteVariableValueContext, OpcText) | Writes the value to the text variable node value using the context specified. (Inherited from OpcTextVariableNode) |
| WriteValue(OpcWriteVariableValueContext, Object) | Writes the value to the variable node value using the context specified. (Inherited from OpcVariableNode) |
| WriteVariableValue(OpcWriteVariableValueContext, OpcVariableValue) | (Inherited from OpcVariableNode) |
| WriteVariableValueCore(OpcWriteVariableValueContext, OpcVariableValue) | Writes the value of the variable node using the context and value information specified. (Inherited from OpcVariableNode) |

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