

OpcTypeNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the abstract base class of all type nodes.

C#

```
public abstract class OpcTypeNode : OpcNode, IOpcNode, IOpcNodeInfo
```

Inheritance [Object](#) > [OpcNode](#) > OpcTypeNode

Derived

- [OpcDataTypeNode](#)

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

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
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)
Description	Gets or sets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node. (Inherited from OpcNode)
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)

Name	Description
HasPendingChanges	Gets a value indicating whether there exists any pending change on the node. (Inherited from OpcNode)
Id	Gets the value of the NodeIdOpcAttribute which unambiguously identifies the node. (Inherited from OpcNode)
IsAbstract	Gets or sets a value indicating whether the OpcTypeNode is abstract and must be overridden.
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)
Parent	Gets the parent node of the node. (Inherited from OpcNode)
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)
ReadDescriptionCallback	(Inherited from OpcNode)
ReadDisplayNameCallback	(Inherited from OpcNode)
ReadUserWriteAccessCallback	(Inherited from OpcNode)
ReadWriteAccessCallback	(Inherited from OpcNode)
SuperTypeId	Gets or sets the identifier of the OpcTypeNode which represents the super type of the type represented by this OpcTypeNode .
SymbolicName	(Inherited from OpcNode)
Tag	Gets or sets the object that contains additional user data about the node. (Inherited from OpcNode)
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)
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)
WriteDescriptionCallback	(Inherited from OpcNode)
WriteDisplayNameCallback	(Inherited from OpcNode)
WriteUserWriteAccessCallback	(Inherited from OpcNode)
WriteWriteAccessCallback	(Inherited from OpcNode)

Methods

Name	Description
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)

Name	Description
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)
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 node implementation represented / required. (Inherited from OpcNode)
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, OpcAttribute)	(Inherited from OpcNode)
RemoveNotifier(OpcContext, IOpcNode)	(Inherited from OpcNode)
ReportEvent(OpcContext, OpcEvent)	(Inherited from OpcNode)
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, OpcAttribute)	(Inherited from OpcNode)

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