

OpcTypeResolveEventArgs Members

Namespace: Opc.UaFx

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

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

Constructors

OpcTypeResolveEventArgs(OpcNodeId)

Initializes a new instance of the [OpcTypeResolveEventArgs](#) using the `typeId` of the [Type](#) to resolve.

C#

```
public OpcTypeResolveEventArgs(OpcNodeId typeId)
```

Parameters

`typeId` [OpcNodeId](#)

The [OpcNodeId](#) of the [Type](#) to resolve.

Exceptions

[ArgumentNullException](#)

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

OpcTypeResolveEventArgs(OpcNodeId, OpcEncoding)

Initializes a new instance of the [OpcTypeResolveEventArgs](#) using the `typeId` and `encoding` of the [Type](#) to resolve.

C#

```
public OpcTypeResolveEventArgs(OpcNodeId typeId, OpcEncoding encoding)
```

Parameters

`typeId` [OpcNodeId](#)

The [OpcNodeId](#) of the [Type](#) to resolve.

`encoding` [OpcEncoding](#)

The [OpcEncoding](#) the [Type](#) to resolve have to support.

Exceptions

[ArgumentNullException](#)

The `typeId` or `encoding` is a null reference (Nothing in Visual Basic).

Properties

Encoding

Gets the encoding which is to be supported by the `Type` to resolve.

C#

```
public OpcEncoding Encoding { get; }
```

Property Value

OpcEncoding

An instance of the `OpcEncoding`, if the kind of encoding is relevant or a null reference (Nothing in Visual Basic) if the `Type` to resolve does have to support a specific encoding.

ResolvedType

Gets or sets the `Type` which has been resolved by one of the event handlers using the `TypeId` and `Encoding` specified.

C#

```
public Type ResolvedType { get; set; }
```

Property Value

Type

An instance of the `Type` class which has been resolved using the type metadata specified (`TypeId` and `Encoding`) or a null reference (Nothing in Visual Basic) in case there not yet a `Type` could be resolved by one of the event handlers registered.

Remarks

The event which uses the `OpcTypeResolveEventArgs` passes the event data to the event handlers in the order in which they have been registered in the invocation list of the event. As long `ResolvedType` is a null reference (Nothing in Visual Basic). Subsequent registered event handlers are not invoked as soon `ResolvedType` is not a null reference (Nothing in Visual Basic).

TypeId

Gets the identifier of the `Type` to resolve.

C#

```
public OpcNodeId TypeId { get; }
```

Property Value

OpcNodeId

An instance of the [OpcNodeId](#) which identifies the [Type](#) to resolve.

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