

# OpcTypes Members

**Namespace:** Opc.UaFx

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

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

## Events

### DecodingFailed

Occurs when the decoding has failed.

**C#**

```
public static event OpcTypeDecodingFailedEventHandler DecodingFailed
```

### EncodingFailed

Occurs when the encoding has failed.

**C#**

```
public static event OpcTypeEncodingFailedEventHandler EncodingFailed
```

## Methods

### Register(Assembly)

Registers the types in the [assembly](#) specified.

**C#**

```
public static void Register(Assembly assembly)
```

#### Parameters

[assembly](#) [Assembly](#)

The [Assembly](#) its types are inspected regarding the OPC UA type specific characteristics and registers them accordingly.

#### Exceptions

[ArgumentNullException](#)

The [assembly](#) is a null reference (Nothing in Visual Basic).

# Register(IEnumerable<Type>)

Registers the **types** specified.

**C#**

```
public static void Register(IEnumerable<Type> types)
```

## Parameters

**types** [IEnumerable<Type>](#)

The sequence of [Type](#) instances to inspect regarding the OPC UA type specific characteristics and registers them accordingly.

## Exceptions

[ArgumentNullException](#)

The **types** is a null reference (Nothing in Visual Basic).

## Remarks

Any null reference (Nothing in Visual Basic) in **types** is ignored.

# Register(Type, Type[])

Registers the **type** and the further specified **types**.

**C#**

```
public static void Register(Type type, params Type[] types)
```

## Parameters

**type** [Type](#)

The [Type](#) instance to register.

**types** [Type\[\]](#)

An array of [Type](#) instances to inspect regarding the OPC UA type specific characteristics and registers them accordingly.

## Exceptions

[ArgumentNullException](#)

The **type** or **types** is a null reference (Nothing in Visual Basic).

## Remarks

Any null reference (Nothing in Visual Basic) in **types** is ignored.

# Unregister(Assembly)

Unregisters the types in the **assembly** specified.

## C#

```
public static void Unregister(Assembly assembly)
```

## Parameters

**assembly** [Assembly](#)

The [Assembly](#) its types are unregistered accordingly.

## Exceptions

[ArgumentNullException](#)

The **assembly** is a null reference (Nothing in Visual Basic).

# Unregister(IEnumerable<Type>)

Unregisters the **types** specified.

## C#

```
public static void Unregister(IEnumerable<Type> types)
```

## Parameters

**types** [IEnumerable<Type>](#)

A sequence of [Type](#) instances to unregister them accordingly.

## Exceptions

[ArgumentNullException](#)

The **types** is a null reference (Nothing in Visual Basic).

# Unregister(Type, Type[])

Unregisters the **type** and the further specified **types**.

## C#

```
public static void Unregister(Type type, params Type[] types)
```

## Parameters

**type** Type

The Type instance to unregister.

**types** Type[]

An array of Type instances to unregister them accordingly.

## Exceptions

[ArgumentNullException](#)

The **type** or **types** is a null reference (Nothing in Visual Basic).

## Remarks

Any null reference (Nothing in Visual Basic) in **types** is ignored.

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