

OpcWriteVariableValueContext Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Provides variable node sensitive information and services about the system which belong to the current situation (process, thread, session, variable node, etc.) used for writing the value of a variable node.

C#

```
public class OpcWriteVariableValueContext : OpWriteVariableValueContext<OpVariableNode>,
    IOpcNamespaceResolver
```

Inheritance [Object](#) > [OpContext](#) > [OpNodeContext<OpVariableNode>](#) > [OpWriteAttributeValueContext<OpVariableNode>](#) > [OpWriteVariableValueContext<OpVariableNode>](#) > [OpWriteVariableValueContext](#)

Implements [IOpcNamespaceResolver](#)

Properties

Name	Description
Empty	Gets an empty OpContext which can be used in cases there a session nor system specific context is not necessarily required. (Inherited from OpContext)
Identity	Gets the OpUserIdentity which belongs to the situation represented. (Inherited from OpContext)
Namespaces	Gets a read-only collection of namespaces valid in the current OpContext . (Inherited from OpContext)
NodeIdFactory	Gets the OpNodeIdFactory used to create new node identifiers using this context. (Inherited from OpContext)
Owner	Gets the owner of the current OpContext . (Inherited from OpContext)
PreferredLocales	Gets a collection of preferred locales (see CultureInfo.Name) to use to localize data and information. (Inherited from OpContext)
SessionId	Gets the session identifier which identifies the session within that the context has been created and is valid. (Inherited from OpContext)

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