

OpcNodeSetManager Members

Namespace: Opc.UaFx.Server

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

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

Properties

ImplementNodeCallback

Gets or sets the callback used to implement the nodes of the current [OpcNodeSetManager](#).

C#

```
public OpcImplementNodeCallback ImplementNodeCallback { get; set; }
```

Property Value

[OpcImplementNodeCallback](#)

A [OpcImplementNodeCallback](#) used to implement the nodes of the current [OpcNodeSetManager](#). The value can also be a null reference (Nothing in Visual Basic).

Methods

Create(OpcNodeSet)

Creates a new instance of the [OpcNodeSetManager](#) using the `nodeSet` specified.

C#

```
public static OpcNodeSetManager Create(OpcNodeSet nodeSet)
```

Parameters

`nodeSet` [OpcNodeSet](#)

The [OpcNodeSet](#) to import.

Returns

[OpcNodeSetManager](#)

A new instance of the [OpcNodeSetManager](#) class which has been initialized with the `nodeSet` specified.

Exceptions

ArgumentNullException

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

Remarks

The newly created `OpcNodeManager` (represented by the `OpcNodeSetManager` returned) uses the `Namespaces` as its own `Namespaces` and imports the node information in the `nodeSet` during the creation of the address space.

Create(OpcNodeSet, IEnumerable<OpcNodeSet>)

Creates a new instance of the `OpcNodeSetManager` using the `nodeSet` and additionally specified `nodeSets`.

C#

```
public static OpcNodeSetManager Create(OpcNodeSet nodeSet, IEnumerable<OpcNodeSet> nodeSets)
```

Parameters

nodeSet OpcNodeSet

The first `OpcNodeSet` to import.

nodeSets IEnumerable<OpcNodeSet>

A sequence of subsequent `OpcNodeSets` to import.

Returns

OpcNodeSetManager

A new instance of the `OpcNodeSetManager` class which has been initialized with the `nodeSet` and additionally specified `nodeSets` sequence.

Exceptions

ArgumentNullException

The `nodeSet` or one of the items in `nodeSets` is a null reference (Nothing in Visual Basic).

Remarks

The newly created `OpcNodeManager` (represented by the `OpcNodeSetManager` returned) uses the `Namespaces` in `nodeSet` and `nodeSets` as its own `Namespaces` and imports the node information in the `nodeSet` and `nodeSets` during the creation of the address space.

Create(OpcNodeSet, OpcNodeSet[])

Creates a new instance of the [OpcNodeSetManager](#) using the `nodeSet` and additionally specified `nodeSets`.

C#

```
public static OpcNodeSetManager Create(OpcNodeSet nodeSet, params OpcNodeSet[] nodeSets)
```

Parameters

`nodeSet` [OpcNodeSet](#)

The first [OpcNodeSet](#) to import.

`nodeSets` [OpcNodeSet\[\]](#)

An array of subsequent [OpcNodeSets](#) to import.

Returns

[OpcNodeSetManager](#)

A new instance of the [OpcNodeSetManager](#) class which has been initialized with the `nodeSet` and additionally specified `nodeSets` array.

Exceptions

[ArgumentNullException](#)

The `nodeSet` or one of the items in `nodeSets` is a null reference (Nothing in Visual Basic).

Remarks

The newly created [OpcNodeManager](#) (represented by the [OpcNodeSetManager](#) returned) uses the [Namespaces](#) in `nodeSet` and `nodeSets` as its own [Namespaces](#) and imports the node information in the `nodeSet` and `nodeSets` during the creation of the address space.

ImplementNode(IOpcNode)

When implemented in a derived class, implements the logic required to integrate the `node` into the underlying system.

C#

```
protected override sealed void ImplementNode(IOpcNode node)
```

Parameters

`node` [IOpcNode](#)

An instance implementing the [IOpcNode](#) interface which is to be integrated into the underlying system.

Remarks

This method is called during the whole address space creation. This includes the import of nodes using [ImportNodes](#) and the creation of nodes using [CreateNodes\(OpcNodeReferenceCollection\)](#). Each node imported / created is passed to this method to integrate it accordingly into the underlying system.

Additionally this method is called after the startup of the server whenever a client adds another node to the address space part(s) maintained by the current [OpcNodeManager](#).

ImportNodes()

When implemented in a derived class, offers the different [OpcNodeSets](#) which are imported prior any other nodes are created within the address space part organized by the current [OpcNodeManager](#).

C#

```
protected override sealed IEnumerable<OpcNodeSet> ImportNodes()
```

Returns

[IEnumerable<OpcNodeSet>](#)

A sequence of [OpcNodeSet](#) instances to use to import external stored node information into the address space.

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