

IOpcNodeReferenceAware Members

Namespace: Opc.UaFx

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

The [IOpcNodeReferenceAware](#) interface defines the following members.

Methods

GetReferences()

Retrieves a static / preset sequence of [OpcNodeReference](#) instances (if available).

C#

```
IEnumerable<OpcNodeReference> GetReferences()
```

Returns

[IEnumerable](#)<[OpcNodeReference](#)>

An [IEnumerable](#) of [OpcNodeReference](#) instances which are predefined regarding their source node information or an empty sequence.

GetReferences(IOpcNode)

Retrieves a sequence of [OpcNodeReference](#) instances initialized with the **node** specified (if possible).

C#

```
IEnumerable<OpcNodeReference> GetReferences(IOpcNode node)
```

Parameters

node [IOpcNode](#)

The [IOpcNode](#) instance from which the [OpcNodeReference](#) instances will originate from or in which they will cease.

Returns

[IEnumerable](#)<[OpcNodeReference](#)>

An [IEnumerable](#) of [OpcNodeReference](#) instances initialized using the **node** passed or an empty sequence.

Exceptions

[ArgumentNullException](#)

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

GetReferences(OpcNodeId)

Retrieves a sequence of `OpcNodeReference` instances initialized with the `nodeId` specified (if possible).

C#

```
IEnumerable<OpcNodeReference> GetReferences(OpcNodeId nodeId)
```

Parameters

`nodeId` `OpcNodeId`

The `OpcNodeId` which identifies the node from which the `OpcNodeReference` instances will originate from or in which they will cease.

Returns

`IEnumerable<OpcNodeReference>`

An `IEnumerable<OpcNodeReference>` of `OpcNodeReference` instances initialized using the `nodeId` passed or an empty sequence.

Exceptions

`ArgumentNullException`

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

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