

# IOpcTypeSystem Interface

**Namespace:** Opc.UaFx

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

Provides type information used within a specific scope of OPC UA.

**C#**

```
public interface IOpcTypeSystem : IOpcTypeProvider
```

Implements [GetType\(System\)](#), [GetType\(UaFx\)](#), [IOpcTypeProvider](#)

## Properties

Name	Description
<a href="#">FallbackTypeSystem</a>	Gets the type system used as the fallback system to query type information which is referenced in the current <a href="#">IOpcTypeSystem</a> but is not declared.
<a href="#">IsEmpty</a>	Gets a value indicating whether the current <a href="#">IOpcTypeSystem</a> represents a type system to use if there is no specific type system described.
<a href="#">Scope</a>	Gets the scope of types covered by the current <a href="#">IOpcTypeSystem</a> .

## Methods

Name	Description
<a href="#">GetType(OpcName)</a>	Retrieves the <a href="#">IOpcType</a> object which is known under the <b>name</b> specified. (Inherited from <a href="#">IOpcTypeProvider</a> )
<a href="#">GetType(OpcNodeId)</a>	Retrieves the <a href="#">IOpcType</a> object which declares the type which is identified by the <b>typeId</b> specified. (Inherited from <a href="#">IOpcTypeProvider</a> )
<a href="#">GetType(String)</a>	Retrieves the <a href="#">IOpcType</a> object which is known under the <b>name</b> specified. (Inherited from <a href="#">IOpcTypeProvider</a> )
<a href="#">GetType(Type)</a>	Retrieves the <a href="#">IOpcType</a> object which declares the type implemented by the <b>underlyingType</b> specified. (Inherited from <a href="#">IOpcTypeProvider</a> )
<a href="#">GetTypes</a>	Retrieves all <a href="#">IOpcType</a> objects offered by the <a href="#">IOpcTypeProvider</a> . (Inherited from <a href="#">IOpcTypeProvider</a> )



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