

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

Methods

Name	Description
GetType(OpcName)	Retrieves the IOpcType object which is known under the name specified. (Inherited from IOpcTypeProvider)
GetType(OpcNodeId)	Retrieves the IOpcType object which declares the type which is identified by the typeId specified. (Inherited from IOpcTypeProvider)
GetType(String)	Retrieves the IOpcType object which is known under the name specified. (Inherited from IOpcTypeProvider)
GetType(Type)	Retrieves the IOpcType object which declares the type implemented by the underlyingType specified. (Inherited from IOpcTypeProvider)
GetTypes	Retrieves all IOpcType objects offered by the IOpcTypeProvider . (Inherited from IOpcTypeProvider)

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