

OpcAddAnalogItemNode<T> Members

Namespace: Opc.UaFx

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

The [OpcAddAnalogItemNode<T>](#) type exposes the following members.

Constructors

OpcAddAnalogItemNode(OpcName)

Initializes a new instance of the [OpcAddAnalogItemNode`1](#) class using the [name](#) of the analog item node to add. The according [OpcNodeId](#) to identify and access the new node is determined by the service. The new node will be a child of the [ObjectsFolder](#) node using [HasComponent](#) as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name)
```

Parameters

[name](#) [OpcName](#)

The [OpcName](#) through that the new analog item node can be accessed.

Exceptions

[ArgumentException](#)

The [name](#) is equals [Null](#).

[ArgumentNullException](#)

The [name](#) is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId)

Initializes a new instance of the [OpcAddAnalogItemNode`1](#) class using the [name](#) of the analog item node to add, which shall be additionally accessible by the [nodeId](#) defined. The new node will be a child of the [ObjectsFolder](#) node using [HasComponent](#) as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId)
```

Parameters

[name](#) [OpcName](#)

The **OpcName** through that the new analog item node can be accessed.

nodeId **OpcNodeId**

The **OpcNodeId** through that the new node can be identified and accessed. In case there **Null** is specified the server will determine the according **OpcNodeId** by its own.

Exceptions

ArgumentException

The **name** is equals **Null**.

ArgumentNullException

The **name** or **nodeId** is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId)

Initializes a new instance of the **OpcAddAnalogItemNode`1** class using the **name** of the analog item node to add, which shall be additionally accessible by the **nodeId** defined. The new node will be a child of the node identified by **parentNodeId** using **HasComponent** as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId)
```

Parameters

name **OpcName**

The **OpcName** through that the new analog item node can be accessed.

nodeId **OpcNodeId**

The **OpcNodeId** through that the new node can be identified and accessed. In case there **Null** is specified the server will determine the according **OpcNodeId** by its own.

parentNodeId **OpcNodeId**

The **OpcNodeId** of the parent node to reference using **HasComponent** as the type of reference.

Exceptions

ArgumentException

The **parentNodeId** is equals **Null** or **name** is equals **Null**.

ArgumentNullException

The **name**, **nodeId** or **parentNodeId** is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, OpcNodeId)

Initializes a new instance of the [OpcAddAnalogItemNode`1](#) class using the [name](#) of the analog item node to add, which shall be additionally accessible by the [nodeId](#) defined. The new node will be a child of the node identified by [parentNodeId](#) using the type of reference identified by the [referenceTypeId](#) specified.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcNodeId referenceTypeId)
```

Parameters

[name](#) [OpcName](#)

The [OpcName](#) through that the new analog item node can be accessed.

[nodeId](#) [OpcNodeId](#)

The [OpcNodeId](#) through that the new node can be identified and accessed. In case there [Null](#) is specified the server will determine the according [OpcNodeId](#) by its own.

[parentNodeId](#) [OpcNodeId](#)

The [OpcNodeId](#) of the parent node to reference using the type of reference identified by [referenceTypeId](#).

[referenceTypeId](#) [OpcNodeId](#)

The [OpcNodeId](#) which identifies the type of reference to use for the new node and the existing parent node identified by [parentNodeId](#).

Exceptions

[ArgumentException](#)

The [parentNodeId](#) or [referenceTypeId](#) is equals [Null](#) or [name](#) is equals [Null](#).

[ArgumentNullException](#)

The [name](#), [nodeId](#), [parentNodeId](#) or [referenceTypeId](#) is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, T)

Initializes a new instance of the [OpcAddAnalogItemNode`1](#) class using the [name](#) of the analog item node to add, which shall be additionally accessible by the [nodeId](#) defined. The new node will be a child of the node identified by [parentNodeId](#) using the type of reference identified by the [referenceTypeId](#) specified.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcNodeId referenceTypeId, T value)
```

Parameters

name OpcName

The OpcName through that the new analog item node can be accessed.

nodeId OpcNodeId

The OpcNodeId through that the new node can be identified and accessed. In case there Null is specified the server will determine the according OpcNodeId by its own.

parentNodeId OpcNodeId

The OpcNodeId of the parent node to reference using the type of reference identified by referenceTypeId.

referenceTypeId OpcNodeId

The OpcNodeId which identifies the type of reference to use for the new node and the existing parent node identified by parentNodeId.

value T

The initial value of the new analog item node.

Exceptions

ArgumentException

The parentNodeId or referenceTypeId is equals Null or name is equals Null.

ArgumentNullException

The name, nodeId, parentNodeId or referenceTypeId is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)

Initializes a new instance of the OpcAddAnalogItemNode'1 class using the name of the analog item node to add, which shall be additionally accessible by the nodeId defined. The new node will be a child of the node identified by parentNodeId using the referenceType specified as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId,
OpcReferenceType referenceType)
```

Parameters

name OpcName

The OpcName through that the new analog item node can be accessed.

nodeId OpcNodeId

The OpcNodeId through that the new node can be identified and accessed. In case there Null is specified the server will determine the according OpcNodeId by its own.

parentNodeId [OpcNodeId](#)

The [OpcNodeId](#) of the parent node to reference using [HasComponent](#) as the type of reference.

referenceType [OpcReferenceType](#)

One of the members defined by the [OpcReferenceType](#) enumeration to use to setup the reference between the new node and the existing parent node identified by **parentNodeId**.

Exceptions

[ArgumentException](#)

The **parentNodeId** is equals [Null](#) or **name** is equals [Null](#).

[ArgumentNullException](#)

The **name**, **nodeId** or **parentNodeId** is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, T)

Initializes a new instance of the [OpcAddAnalogItemNode`1](#) class using the **name** of the analog item node to add, which shall be additionally accessible by the **nodeId** defined. The new node will be a child of the node identified by **parentNodeId** using the **referenceType** specified as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId,
    OpcReferenceType referenceType, T value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new analog item node can be accessed.

nodeId [OpcNodeId](#)

The [OpcNodeId](#) through that the new node can be identified and accessed. In case there [Null](#) is specified the server will determine the according [OpcNodeId](#) by its own.

parentNodeId [OpcNodeId](#)

The [OpcNodeId](#) of the parent node to reference using [HasComponent](#) as the type of reference.

referenceType [OpcReferenceType](#)

One of the members defined by the [OpcReferenceType](#) enumeration to use to setup the reference between the new node and the existing parent node identified by **parentNodeId**.

value [T](#)

The initial value of the new analog item node.

Exceptions

ArgumentException

The `parentNodeId` is equals `Null` or `name` is equals `Null`.

ArgumentNullException

The `name`, `nodeId` or `parentNodeId` is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, T)

Initializes a new instance of the `OpcAddAnalogItemNode`1` class using the `name` of the analog item node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `parentNodeId` using `HasComponent` as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, T value)
```

Parameters

`name` `OpcName`

The `OpcName` through that the new analog item node can be accessed.

`nodeId` `OpcNodeId`

The `OpcNodeId` through that the new node can be identified and accessed. In case there `Null` is specified the server will determine the according `OpcNodeId` by its own.

`parentNodeId` `OpcNodeId`

The `OpcNodeId` of the parent node to reference using `HasComponent` as the type of reference.

`value` `T`

The initial value of the new analog item node.

Exceptions

ArgumentException

The `parentNodeId` is equals `Null` or `name` is equals `Null`.

ArgumentNullException

The `name`, `nodeId` or `parentNodeId` is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, OpcNodeId, T)

Initializes a new instance of the `OpcAddAnalogItemNode`1` class using the `name` of the analog item node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the `ObjectsFolder` node using `HasComponent` as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name, OpcNodeId nodeId, T value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new analog item node can be accessed.

nodeId [OpcNodeId](#)

The [OpcNodeId](#) through that the new node can be identified and accessed. In case there [Null](#) is specified the server will determine the according [OpcNodeId](#) by its own.

value [T](#)

The initial value of the new analog item node.

Exceptions

[ArgumentException](#)

The **name** is equals [Null](#).

[ArgumentNullException](#)

The **name** or **nodeId** is a null reference (Nothing in Visual Basic).

OpcAddAnalogItemNode(OpcName, T)

Initializes a new instance of the [OpcAddAnalogItemNode`1](#) class using the **name** of the analog item node to add. The according [OpcNodeId](#) to identify and access the new node is determined by the service. The new node will be a child of the [ObjectsFolder](#) node using [HasComponent](#) as the type of reference.

C#

```
public OpcAddAnalogItemNode(OpcName name, T value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new analog item node can be accessed.

value [T](#)

The initial value of the new analog item node.

Exceptions

[ArgumentException](#)

The **name** is equals [Null](#).

[ArgumentNullException](#)

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

Properties

DataType

Gets or sets a value which defines a pre-defined used `DataTypeId` as one of the members defined by the `OpcDataType` enumeration to simplify querying standard data types. A null reference (Nothing in Visual Basic) indicates that the attribute is undefined and its default value is used.

C#

```
public override OpcDataType? DataType { get; set; }
```

Property Value

`Nullable<OpcDataType>`

One of the members defined by the `OpcDataType` enumeration.

Value

Gets or sets the value of the data variable node. A null reference (Nothing in Visual Basic) indicates that the attribute is undefined and its default value is used.

C#

```
public T Value { get; set; }
```

Property Value

`T`

A `T` representing the value of the data variable node. This can be also a null reference (Nothing in Visual Basic).

Table of Contents

Constructors	1
OpcAddAnalogItemNode(OpcName)	1
OpcAddAnalogItemNode(OpcName, OpcNodeId)	1
OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId)	2
OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, OpcNodeId)	3
OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, OpcNodeId, T)	3
OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)	4
OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, T)	5
OpcAddAnalogItemNode(OpcName, OpcNodeId, OpcNodeId, T)	6
OpcAddAnalogItemNode(OpcName, OpcNodeId, T)	6
OpcAddAnalogItemNode(OpcName, T)	7
Properties	8
DataType	8
Value	8

