

OpcAddInstanceNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines an abstract base class for a single command of the [IOpcAddNodesService](#) used to add one instance node.

C#

```
public abstract class OpcAddInstanceNode : OpcAddNode
```

Inheritance [Object](#) > [OpcServiceCommand](#) > [OpcNodeServiceCommand](#) > [OpcAddNode](#) >

OpcAddInstanceNode

Derived

- [OpcAddObjectNode](#)
- [OpcAddVariableNode](#)

Constructors

Name	Description
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName)	Initializes a new instance of the OpcAddNode class using the specified category and type of node (see typeDefinitionId) to add, which shall be accessible by the name defined. 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 Organizes as the type of reference.
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcAddInstanceNode)	Initializes a new instance of the OpcAddNode class using the specified category and type of node (see typeDefinitionId) to add, which shall be accessible by the name defined. 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 Organizes as the type of reference.
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId)	Initializes a new instance of the OpcAddNode class using the specified category and type of node (see typeDefinitionId) to add, which shall be accessible by the name and nodeId defined. The new node will be a child of the ObjectsFolder node using Organizes as the type of reference.
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddNode class using the specified category and type of node (see typeDefinitionId) to add, which shall be accessible by the name and nodeId defined. The new node will be a child of the ObjectsFolder node using Organizes as the type of reference.

Name	Description
<code>OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId)</code>	Initializes a new instance of the <code>OpcAddNode</code> class using the specified <code>category</code> and type of node (see <code>typeDefinitionId</code>) to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using <code>Organizes</code> as the type of reference.
<code>OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcAddInstanceNode)</code>	Initializes a new instance of the <code>OpcAddNode</code> class using the specified <code>category</code> and type of node (see <code>typeDefinitionId</code>) to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using <code>Organizes</code> as the type of reference.
<code>OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcNodeId)</code>	Initializes a new instance of the <code>OpcAddNode</code> class using the specified <code>category</code> and type of node (see <code>typeDefinitionId</code>) to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the type of reference identified by the <code>referenceTypeId</code> specified.
<code>OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcNodeId, OpcAddInstanceNode)</code>	Initializes a new instance of the <code>OpcAddNode</code> class using the specified <code>category</code> and type of node (see <code>typeDefinitionId</code>) to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the type of reference identified by the <code>referenceTypeId</code> specified.
<code>OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)</code>	Initializes a new instance of the <code>OpcAddNode</code> class using the specified <code>category</code> and type of node (see <code>typeDefinitionId</code>) to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the <code>referenceType</code> specified as the type of reference.
<code>OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, OpcAddInstanceNode)</code>	Initializes a new instance of the <code>OpcAddNode</code> class using the specified <code>category</code> and type of node (see <code>typeDefinitionId</code>) to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the <code>referenceType</code> specified as the type of reference.

Properties

Name	Description
<code>Category</code>	Gets a value indicating the classification of the node in the address space. (Inherited from <code>OpcAddNode</code>)
<code>Children</code>	Gets a collection of <code>OpcAddNode</code> instances which define the sub-ordinated nodes to add as children to the node to add.
<code>Description</code>	Gets or sets the localized description of the meaning of the node. (Inherited from <code>OpcAddNode</code>)
<code>DisplayName</code>	Gets or sets the localized name of the node. (Inherited from <code>OpcAddNode</code>)
<code>Name</code>	Gets the non-localised human-readable name of the node in the address space. (Inherited from <code>OpcAddNode</code>)

Name	Description
NodeId	Gets the node identifier of the node on which a node orientated service have to operate on. (Inherited from OpcNodeServiceCommand)
ParentNodeId	Gets the identifier of the existing parent node of the new node. (Inherited from OpcAddNode)
ReferenceType	Gets a value which defines a pre-defined used ReferenceTypeId as one of the members defined by the OpcReferenceType enumeration to simplify querying standard reference types.
ReferenceTypeId	Gets the identifier which identifies the node that defines the semantic of the reference between a source and a target node and generally reflects an operation between the two, such as "A contains B".
SupportsNullNodeId	Gets a value indicating whether the OpcNodeServiceCommand supports instances of the OpcNodeId class its IsNull provides a value equals to the value true. (Inherited from OpcNodeServiceCommand)
SupportsNullNodeId	Gets a value indicating whether the OpcAddNode supports instances of the OpcNodeId class its IsNull provides a value equals to the value true. (Inherited from OpcAddNode)
TypeDefinitionId	Gets the identifier which identifies the node that defines the underlying node type from that the instance node is to be created.
UserWriteAccess	Gets or sets a value which exposes the possibilities of a client to write the attributes of the node taking user access rights into account. (Inherited from OpcAddNode)
WriteAccess	Gets or sets a value which exposes the possibilities of a client to write the attributes of the node without taking user access rights into account. (Inherited from OpcAddNode)

Methods

Name	Description
DenyNullIdentifier(OpcNodeId, String)	Verifies whether the value is a null identifier by checking the IsNull property. (Inherited from OpcNodeServiceCommand)

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