OpcAddInstanceNode Members

Namespace: Opc.UaFx
Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll
The OpcAddInstanceNode type exposes the following members.

Constructors

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.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlying type definition the new node will represent an instance of.

`name` OpcName

The OpcName through that the new instance node can be accessed.

Exceptions

ArgumentException

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

ArgumentNullException

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

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.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, params OpcAddInstanceNode[] children)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlying type definition the new node will represent an instance of.

`name` OpcName

The OpcName through that the new instance node can be accessed.

`children` OpcAddInstanceNode[]

The initial child nodes of the node to add.

Exceptions

ArgumentException

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

ArgumentNullException

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

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.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, OpcNodeId nodeId)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlying type definition the new node will represent an instance of.

`name` OpcName

The OpcName through that the new instance 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 `typeDefinitionId` is equals Null or `name` is equals Null.

ArgumentNullException

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

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.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, OpcNodeId nodeId, params OpcAddInstanceNode[] children)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlying type definition the new node will represent an instance of.

`name` OpcName

The OpcName through that the new instance 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.

`children` OpcAddInstanceNode[]

The initial child nodes of the node to add.

Exceptions

ArgumentException

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

ArgumentNullException

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

OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, 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 node identified by `parentNodeId` using Organizes as the type of reference.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, OpcNodeId nodeId, OpcNodeId parentNodeId)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlying type definition the new node will represent an instance of.

`name` OpcName

The OpcName through that the new instance 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 Organizes as the type of reference.

Exceptions

ArgumentException

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

ArgumentNullException

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

OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, 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 node identified by `parentNodeId` using Organizes as the type of reference.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, OpcNodeId nodeId, OpcNodeId parentNodeId, params OpcAddInstanceNode[] children)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlying type definition the new node will represent an instance of.

`name` OpcName

The OpcName through that the new instance 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 Organizes as the type of reference.

`children` OpcAddInstanceNode[]

The initial child nodes of the node to add.

Exceptions

ArgumentException

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

ArgumentNullException

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

OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, 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 node identified by `parentNodeId` using the type of reference identified by the `referenceTypeId` specified.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcNodeId referenceTypeId)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlaying type definition the new node will represent and instance of.

`name` OpcName

The OpcName through that the new instance 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 `typeDefinitionId`, `parentNodeId` or `referenceTypeId` is equals Null or `name` is equals Null.

ArgumentNullException

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

OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, 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 node identified by `parentNodeId` using the type of reference identified by the `referenceTypeId` specified.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcNodeId referenceTypeId, params
OpcAddInstanceNode[] children)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlaying type definition the new node will represent and instance of.

`name` OpcName

The OpcName through that the new instance 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`.

`children` OpcAddInstanceNode[]

The initial child nodes of the node to add.

Exceptions

ArgumentException

The `typeDefinitionId`, `parentNodeId` or `referenceTypeId` is equals Null or `name` is equals Null.

ArgumentNullException

The `typeDefinitionId`, `name`, `nodeId`, `parentNodeId` or `referenceTypeId` is a null reference (Nothing in

Visual Basic).

OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)

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 node identified by `parentNodeId` using the `referenceType` specified as the type of reference.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName
name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcReferenceType referenceType)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlaying type definition the new node will represent and instance of.

`name` OpcName

The OpcName through that the new instance 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 `referenceType` 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 `typeDefinitionId` or `parentNodeId` is equals Null or `name` is equals Null.

ArgumentNullException

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

OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, 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 node identified by `parentNodeId` using the `referenceType` specified as the type of reference.

C#

```
protected OpcAddInstanceNode(OpcNodeCategory category, OpcNodeId typeDefinitionId, OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcReferenceType referenceType, params OpcAddInstanceNode[] children)
```

Parameters

`category` OpcNodeCategory

The OpcNodeCategory which classifies the new node to add regarding one of the classifications defined by the OpcNodeCategory enumeration.

`typeDefinitionId` OpcNodeId

The OpcNodeId of the underlaying type definition the new node will represent and instance of.

`name` OpcName

The OpcName through that the new instance 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 `referenceType` 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`.

`children` OpcAddInstanceNode[]

The initial child nodes of the node to add.

Exceptions

ArgumentException

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

ArgumentNullException

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

Properties

Children

Gets a collection of OpcAddNode instances which define the sub-ordinated nodes to add as children to the node to add.

C#

```
public OpcAddNodeCollection Children { get; }
```

Property Value

OpcAddNodeCollection

An instance of the OpcAddNodeCollection class with the OpcAddNode instances to process after the node defined by this OpcAddInstanceNode has been added.

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.

C#

```
public OpcReferenceType ReferenceType { get; }
```

Property Value

OpcReferenceType

One of the members defined by the OpcReferenceType enumeration.

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”.

C#

```
public OpcNodeId ReferenceTypeId { get; }
```

Property Value

OpcNodeId

The OpcNodeId of the reference type node which defines the relation semantic between the source and a target node.

TypeDefinitionId

Gets the identifier which identifies the node that defines the underlying node type from that the instance node is to be created.

C#

```
public OpcNodeId TypeDefinitionId { get; }
```

Property Value

OpcNodeId

The OpcNodeId of the type node from that the instance node is to be created from. These type node defines the typical structure of an instance node of its type definition.

Table of Contents

Constructors 1
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName) 1
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcAddInstanceNode[]) 1
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId) 2
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcAddInstanceNode[]) 3
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId) 4
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcAddInstanceNode[]) 5
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcNodeId) 6
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcNodeId, OpcAddInstanceNode[]) 7
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType) 8
OpcAddInstanceNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, OpcAddInstanceNode[]) 9
Properties 10
Children 10
ReferenceType 10
ReferenceTypeId 10
TypeDefinitionId 11