

OpcAddObjectTypeNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines a single command of the [IOpcAddNodesService](#) used to add one object type node (nodes of the category [ObjectType](#)).

C#

```
public class OpcAddObjectTypeNode : OpcAddTypeNode
```

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

Constructors

Name	Description
OpcAddObjectTypeNode(OpcName)	Initializes a new instance of the OpcAddObjectTypeNode class using the name of the object type 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 ObjectTypelds.BaseObjectType node using HasSubtype as the type of reference.
OpcAddObjectTypeNode(OpcName, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectTypeNode class using the name of the object type 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 ObjectTypelds.BaseObjectType node using HasSubtype as the type of reference.
OpcAddObjectTypeNode(OpcName, OpcNodeId)	Initializes a new instance of the OpcAddObjectTypeNode class using the name of the object type node to add, which shall be additionally accessible by the nodeId defined. The new node will be a child of the ObjectTypelds.BaseObjectType node using HasSubtype as the type of reference.
OpcAddObjectTypeNode(OpcName, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectTypeNode class using the name of the object type node to add, which shall be additionally accessible by the nodeId defined. The new node will be a child of the ObjectTypelds.BaseObjectType node using HasSubtype as the type of reference.
OpcAddObjectTypeNode(OpcNodeId, OpcName, OpcNodeId)	Initializes a new instance of the OpcAddObjectTypeNode class using the name of the object type node to add, which shall be additionally accessible by the nodeId defined. The new node will be a child of the node identified by superTypeId using HasSubtype as the type of reference.
OpcAddObjectTypeNode(OpcNodeId, OpcName, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectTypeNode class using the name of the object type node to add, which shall be additionally accessible by the nodeId defined. The new node will be a child of the node identified by superTypeId using HasSubtype as the type of reference.

Name	Description
<code>OpcAddObjectTypeNode(OpcObjectType, OpcName, OpcNodeId)</code>	Initializes a new instance of the <code>OpcAddObjectTypeNode</code> class using the specified <code>superType</code> to inherit from by the object type node 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 the <code>superType</code> using <code>HasSubtype</code> as the type of reference.
<code>OpcAddObjectTypeNode(OpcObjectType, OpcName, OpcNodeId, OpcAddInstanceNode)</code>	Initializes a new instance of the <code>OpcAddObjectTypeNode</code> class using the specified <code>superType</code> to inherit from by the object type node 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 the <code>superType</code> using <code>HasSubtype</code> 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>OpcAddInstanceNode</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>IsAbstract</code>	
<code>IsAbstract</code>	(Inherited from <code>OpcAddTypeNode</code>)
<code>Name</code>	Gets the non-localised human-readable name of the node in the address space. (Inherited from <code>OpcAddNode</code>)
<code>NodeId</code>	Gets the node identifier of the node on which a node orientated service have to operate on. (Inherited from <code>OpcNodeServiceCommand</code>)
<code>ParentNodeId</code>	Gets the identifier of the existing parent node of the new node. (Inherited from <code>OpcAddNode</code>)
<code>SuperType</code>	Gets a value indicating the predefined underlying super type the new node will represent a subtype of.
<code>SuperTypeId</code>	(Inherited from <code>OpcAddTypeNode</code>)
<code>SupportsNullNodeId</code>	Gets a value indicating whether the <code>OpcNodeServiceCommand</code> supports instances of the <code>OpcNodeId</code> class its <code>IsNull</code> provides a value equals to the value true. (Inherited from <code>OpcNodeServiceCommand</code>)
<code>SupportsNullNodeId</code>	Gets a value indicating whether the <code>OpcAddNode</code> supports instances of the <code>OpcNodeId</code> class its <code>IsNull</code> provides a value equals to the value true. (Inherited from <code>OpcAddNode</code>)
<code>UserWriteAccess</code>	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 <code>OpcAddNode</code>)
<code>WriteAccess</code>	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 <code>OpcAddNode</code>)

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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