

OpcAddObjectTypeNode Members

Namespace: Opc.UaFx

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

The [OpcAddObjectTypeNode](#) type exposes the following members.

Constructors

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 [ObjectTypeId.BaseObjectType](#) node using [HasSubtype](#) as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcName name)
```

Parameters

name [OpcName](#)

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

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

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 [ObjectTypeId.BaseObjectType](#) node using [HasSubtype](#) as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcName name, params OpcAddInstanceNode[] children)
```

Parameters

name [OpcName](#)

The `OpcName` through that the new object type node can be accessed.

`children OpcAddInstanceNode[]`

The initial child nodes of the node to add.

Exceptions

`ArgumentException`

The `name` is equals `Null`.

`ArgumentNullException`

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

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 `ObjectTypes.BaseObjectType` node using `HasSubtype` as the type of reference.

C#

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

Parameters

`name OpcName`

The `OpcName` through that the new object type 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).

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 `ObjectTypes.BaseObjectType` node using `HasSubtype` as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcName name, OpcNodeId nodeId, params OpcAddInstanceNode[] children)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new object type 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 **name** is equals [Null](#).

[ArgumentNullException](#)

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

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.

C#

```
public OpcAddObjectTypeNode(OpcNodeId superTypeId, OpcName name, OpcNodeId nodeId)
```

Parameters

superTypeId [OpcNodeId](#)

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

name [OpcName](#)

The [OpcName](#) through that the new object type 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 `superTypeId` is equals `Null` or `name` is equals `Null`.

ArgumentNullException

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

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.

C#

```
public OpcAddObjectTypeNode(OpcNodeId superTypeId, OpcName name, OpcNodeId nodeId, params
OpcAddInstanceNode[] children)
```

Parameters

`superTypeId` `OpcNodeId`

The `OpcNodeId` of the super type node to reference using `HasSubtype` as the type of reference.

`name` `OpcName`

The `OpcName` through that the new object type 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 `superTypeId` is equals `Null` or `name` is equals `Null`.

ArgumentNullException

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

OpcAddObjectTypeNode(OpcObjectType, OpcName,

OpcNodeId)

Initializes a new instance of the [OpcAddObjectTypeNode](#) class using the specified [superType](#) to inherit from by the object type node to add, which shall be accessible by the [name](#) and [nodeId](#) defined. The new node will be a child of the node identified by the [superType](#) using [HasSubtype](#) as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcObjectType superType, OpcName name, OpcNodeId nodeId)
```

Parameters

[superType](#) [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined underlying super type node the new node will represent a subtype of. The super type node is referenced using [HasSubtype](#) as the type of reference.

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

The [OpcName](#) through that the new object type 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](#), [nodeId](#) is a null reference (Nothing in Visual Basic).

OpcAddObjectTypeNode(OpcObjectType, OpcName, OpcNodeId, OpcAddInstanceNode[])

Initializes a new instance of the [OpcAddObjectTypeNode](#) class using the specified [superType](#) to inherit from by the object type node to add, which shall be accessible by the [name](#) and [nodeId](#) defined. The new node will be a child of the node identified by the [superType](#) using [HasSubtype](#) as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcObjectType superType, OpcName name, OpcNodeId nodeId, params OpcAddInstanceNode[] children)
```

Parameters

[superType](#) [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined

underlying super type node the new node will represent a subtype of. The super type node is referenced using [HasSubtype](#) as the type of reference.

name [OpcName](#)

The [OpcName](#) through that the new object type 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 **name** is equals [Null](#).

[ArgumentNullException](#)

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

Properties

Children

Gets a collection of [OpcAddInstanceNode](#) 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 [OpcAddInstanceNode](#) instances to process after the node defined by this [OpcAddObjectTypeNode](#) has been added.

IsAbstract

C#

```
public override bool IsAbstract { get; set; }
```

Property Value

[Boolean](#)

SuperType

Gets a value indicating the predefined underlying super type the new node will represent a subtype of.

C#

```
public OpcObjectType SuperType { get; }
```

Property Value

[OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration or -1 in case of a custom type definition is used (see [SuperTypeId](#)).

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