OpcDataTypeMemberAttribute Members

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

Constructors

OpcDataTypeMemberAttribute()

Initializes a new instance of the OpcDataTypeMemberAttribute class. Use this constructor in case you want to explicitly declare that the default Type and default MemberInfo.Name of a data type member is used.

C#

```
public OpcDataTypeMemberAttribute()
```

OpcDataTypeMemberAttribute(String)

Initializes a new instance of the OpcDataTypeMemberAttribute class using an alternative `name` specified for the member on that the OpcDataTypeMemberAttribute has been declared.

C#

```
public OpcDataTypeMemberAttribute(string name)
```

Parameters

`name` String

The alternative name to use for the member.

Exceptions

ArgumentException

The `name` is an empty string.

ArgumentNullException

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

Properties

Description

Gets or sets a human readable text that describes the member.

C#

```
public string Description { get; set; }
```

Property Value

String

A value which captures any semantic information that whould help a human to unterstand what is contained in the member.

Name

Gets the alternative name to use for the member this attribute belongs to.

C#

```
public string Name { get; }
```

Property Value

String

The alternative name to use for the member or a null reference (Nothing in Visual Basic) in case there is no alternative name for the member declared an its MemberInfo.Name shall be used.

Type

Gets or sets the alternative Type to use for the member this attribute belongs to. Keep in mind to declare only different types which implement IConvertible supporting the Type specified; otherwise declare the desired type directly instead of using this attribute.

C#

```
public Type Type { get; set; }
```

Property Value

Type

The Type to use for the member or a null reference (Nothing in Visual Basic) in case there is no alternative Type for the member declared and its FieldInfo.FieldType or PropertyInfo.PropertyType shall be used.

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