

OpcEventNodeSnapshot Members

Namespace: Opc.UaFx

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

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

Properties

EventTypeId

Gets the node identifier identifying the type of 'Opc.UaFx.OpcEventNode' the [OpcEventNodeSnapshot](#) belong to.

C#

```
public OpcNodeId EventTypeId { get; }
```

Property Value

[OpcNodeId](#)

An instance of the [OpcNodeId](#) representing the 'Opc.UaFx.OpcInstanceNode.TypeDefinitionId' of the 'Opc.UaFx.OpcEventNode' from that the snapshot has been created.

Methods

Create(OpcContext, OpcEventNode)

Creates a new [OpcEventNodeSnapshot](#) from the [node](#) specified.

C#

```
public static OpcEventNodeSnapshot Create(OpcContext context, OpcEventNode node)
```

Parameters

[context](#) [OpcContext](#)

The [OpcContext](#) to use to collect the snapshot data.

[node](#) [OpcEventNode](#)

The [OpcEventNode](#) from which the snapshot data is to be collected.

Returns

[OpcEventNodeSnapshot](#)

A new instance of the [OpcEventNodeSnapshot](#) class containing the browsable information of the `node` specified.

Exceptions

[ArgumentNullException](#)

The `context` or `node` is a null reference (Nothing in Visual Basic).

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