

OpcEventTypeAttribute Members

Namespace: Opc.UaFx

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

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

Constructors

OpcEventTypeAttribute(Byte[])

Initializes a new instance of the [OpcEventTypeAttribute](#) class using the [id](#) to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(byte[] id)
```

Parameters

[id](#) [Byte\[\]](#)

The opaque value of the event type node.

OpcEventTypeAttribute(Byte[], Int32)

Initializes a new instance of the [OpcEventTypeAttribute](#) class using the [id](#) and [namespaceIndex](#) to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(byte[] id, int namespaceIndex)
```

Parameters

[id](#) [Byte\[\]](#)

The opaque value of the event type node.

[namespaceIndex](#) [Int32](#)

The index of the namespace to that the event type node belongs.

OpcEventTypeAttribute(Byte[], String)

Initializes a new instance of the [OpcEventTypeAttribute](#) class using the [id](#) and [namespaceUri](#) specified to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(byte[] id, string namespaceUri)
```

Parameters

id `Byte[]`

The opaque value of the event type node.

namespaceUri `String`

The namespace URI that the **id** should refer to.

OpcEventTypeAttribute(Int32)

Initializes a new instance of the `OpcEventTypeAttribute` class using the **id** to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(int id)
```

Parameters

id `Int32`

The numeric identifier of the event type node.

OpcEventTypeAttribute(Int32, Int32)

Initializes a new instance of the `OpcEventTypeAttribute` class using the **id** and **namespaceIndex** to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(int id, int namespaceIndex)
```

Parameters

id `Int32`

The numeric identifier of the event type node.

namespaceIndex `Int32`

The index of the namespace to that the event type node belongs.

OpcEventTypeAttribute(Int32, String)

Initializes a new instance of the `OpcEventTypeAttribute` class using the **id** and **namespaceUri** specified to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(int id, string namespaceUri)
```

Parameters

id `Int32`

The numeric identifier of the event type node.

namespaceUri `String`

The namespace URI that the **id** should refer to.

OpcEventTypeAttribute(String)

Initializes a new instance of the `OpcEventTypeAttribute` class using the **id** to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(string id)
```

Parameters

id `String`

The textual identifier of the event type node.

OpcEventTypeAttribute(String, Int32)

Initializes a new instance of the `OpcEventTypeAttribute` class using the **id** and **namespaceIndex** to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(string id, int namespaceIndex)
```

Parameters

id `String`

The textual identifier of the event type node.

namespaceIndex `Int32`

The index of the namespace to that the event type node belongs.

OpcEventTypeAttribute(String, String)

Initializes a new instance of the `OpcEventTypeAttribute` class using the **id** and **namespaceUri** specified to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(string id, string namespaceUri)
```

Parameters

id String

The textual identifier of the event type node.

namespaceUri String

The namespace URI that the **id** should refer to.

OpcEventTypeAttribute(Type)

Initializes a new instance of the [OpcEventTypeAttribute](#) class using the specified **type**.

C#

```
public OpcEventTypeAttribute(Type type)
```

Parameters

type Type

The type of [OpcEvent](#) produced when calling 'Opc.UaFx.OpcEventNode.CreateEvent(OpcContext)'.

OpcEventTypeAttribute(UInt32)

Initializes a new instance of the [OpcEventTypeAttribute](#) class using the **id** to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(uint id)
```

Parameters

id UInt32

The numeric identifier of the event type node.

OpcEventTypeAttribute(UInt32, Int32)

Initializes a new instance of the [OpcEventTypeAttribute](#) class using the **id** and **namespaceIndex** to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(uint id, int namespaceIndex)
```

Parameters

id UInt32

The numeric identifier of the event type node.

namespaceIndex Int32

The index of the namespace to that the event type node belongs.

OpcEventTypeAttribute(UInt32, String)

Initializes a new instance of the [OpcEventTypeAttribute](#) class using the **id** and **namespaceUri** specified to use to identify the according event type node.

C#

```
public OpcEventTypeAttribute(uint id, string namespaceUri)
```

Parameters

id UInt32

The numeric identifier of the event type node.

namespaceUri String

The namespace URI that the **Id** should refer to.

Properties

Id

Gets the node identifier used to define the event type node of the [Type](#) to that the attribute has been applied.

C#

```
public OpcNodeId Id { get; }
```

Property Value

[OpcNodeId](#)

An instance of the [OpcNodeId](#) which identifies the event type node of the [Type](#) to that the attribute has been applied.

Type

Gets the [Type](#) of [OpcEvent](#) produced by the attribute owner.

C#

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

Property Value

Type

The type of [OpcEvent](#) produced by the 'Opc.UaFx.OpcEventNode' to which this [OpcEventTypeAttribute](#) belongs.

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