

# OpcExclusiveDeviationAlarmNode Members

**Namespace:** Opc.UaFx

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

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

## Constructors

### OpcExclusiveDeviationAlarmNode(IOPcNode, OpcName, OpcLimitAlarmStates)

Initializes a new instance of the [OpcExclusiveDeviationAlarmNode](#) class accessible by the `name` specified as a child node of the `parent` node given.

**C#**

```
public OpcExclusiveDeviationAlarmNode(IOPcNode parent, OpcName name, OpcLimitAlarmStates supportedLimits)
```

#### Parameters

`parent` [IOPcNode](#)

The [IOPcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

`name` [OpcName](#)

The [OpcName](#) through that the new exclusive deviation alarm node can be accessed.

`supportedLimits` [OpcLimitAlarmStates](#)

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

### OpcExclusiveDeviationAlarmNode(IOPcNode, OpcName, OpcNodeId, OpcLimitAlarmStates)

Initializes a new instance of the [OpcExclusiveDeviationAlarmNode](#) class accessible by the `name` and `id` specified as a child node of the `parent` node given.

**C#**

```
public OpcExclusiveDeviationAlarmNode(IOPcNode parent, OpcName name, OpcNodeId id, OpcLimitAlarmStates supportedLimits)
```

## Parameters

**parent** IOpcNode

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

**name** OpcName

The [OpcName](#) through that the new exclusive deviation alarm node can be accessed.

**id** OpcNodeId

The [OpcNodeId](#) through that the new exclusive deviation alarm node can be identified and accessed.

**supportedLimits** OpcLimitAlarmStates

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

## OpcExclusiveDeviationAlarmNode(OpcName, OpcLimitAlarmStates)

Initializes a new instance of the [OpcExclusiveDeviationAlarmNode](#) class accessible by the **name** specified.

### C#

```
public OpcExclusiveDeviationAlarmNode(OpcName name, OpcLimitAlarmStates supportedLimits)
```

## Parameters

**name** OpcName

The [OpcName](#) through that the new exclusive deviation alarm node can be accessed.

**supportedLimits** OpcLimitAlarmStates

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

## OpcExclusiveDeviationAlarmNode(OpcName, OpcNodeId, OpcLimitAlarmStates)

Initializes a new instance of the [OpcExclusiveDeviationAlarmNode](#) class accessible by the **name** and **id** with the **supportedLimits** specified.

### C#

```
public OpcExclusiveDeviationAlarmNode(OpcName name, OpcNodeId id, OpcLimitAlarmStates supportedLimits)
```

## Parameters

**name** OpcName

The [OpcName](#) through that the new exclusive deviation alarm node can be accessed.

#### [id](#) [OpcNodeId](#)

The [OpcNodeId](#) through that the new exclusive deviation alarm node can be identified and accessed.

#### [supportedLimits](#) [OpcLimitAlarmStates](#)

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

## Properties

### DefaultTypeDefinitionId

Gets the default identifier which identifies the node that defines the underlying node type from that this [OpcInstanceNode](#) has been created.

#### C#

```
protected override OpcNodeId DefaultTypeDefinitionId { get; }
```

#### Property Value

##### [OpcNodeId](#)

The [OpcNodeId](#) of the type node from that this [OpcInstanceNode](#) has been created from. These type node defines the typical structure of an instance node of its type definition. If there exists no specific type definition node a null reference (Nothing in Visual Basic).

### SetpointNodeId

Gets or sets the node identifier of the set point used in the deviation calculation.

#### C#

```
public OpcNodeId SetpointNodeId { get; set; }
```

#### Property Value

##### [OpcNodeId](#)

An instance of the [OpcNodeId](#) if the variable is in the address space; otherwise [Null](#).

### SetpointNodeIdNode

Gets the [OpcNodeIdPropertyNode](#) of the [SetpointNodeId](#) property.

#### C#

```
public OpcNodeIdPropertyNode SetpointNodeIdNode { get; }
```

## Property Value

[OpcNodeIdPropertyNode](#)

An instance of the [OpcNodeIdPropertyNode](#) class.

## Methods

### CreateBranchCore()

Creates a new instance of the [OpcExclusiveDeviationAlarmNode](#) using the same **Id** and **Name** as this node.

**C#**

```
protected override OpcConditionNode CreateBranchCore()
```

### Returns

[OpcConditionNode](#)

A new instance of the [OpcExclusiveDeviationAlarmNode](#) identifiable and accessible through the same **Id** and **Name** as this node.

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