

OpcExclusiveLimitStateMachineNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

C#

```
public class OpcExclusiveLimitStateMachineNode : OpcFiniteStateMachineNode, IOpcNode, IOpcNodeInfo
```

Inheritance [Object](#) > [OpcNode](#) > [OpcInstanceNode](#) > [OpcObjectNode](#) > [OpcStateMachineNode](#) > [OpcFiniteStateMachineNode](#) > [OpcExclusiveLimitStateMachineNode](#)

Implements [IOpcNode](#), [IOpcNodeInfo](#)

Constructors

| Name | Description |
|---|--|
| OpcExclusiveLimitStateMachineNode(IOpcNode, OpcName) | Initializes a new instance of the OpcExclusiveLimitStateMachineNode class accessible by the name specified as a child node of the parent node given. |
| OpcExclusiveLimitStateMachineNode(IOpcNode, OpcName, OpcNodeId) | Initializes a new instance of the OpcExclusiveLimitStateMachineNode class accessible by the name and id specified as a child node of the parent node given. |
| OpcExclusiveLimitStateMachineNode(OpcName) | Initializes a new instance of the OpcExclusiveLimitStateMachineNode class accessible by the name specified. |
| OpcExclusiveLimitStateMachineNode(OpcName, OpcNodeId) | Initializes a new instance of the OpcExclusiveLimitStateMachineNode class accessible by the name and id specified. |

Events

| Name | Description |
|------------------------------------|---|
| AfterApplyChanges | Occurs after one or more changes on the node has been notified. (Inherited from OpcNode) |
| BeforeApplyChanges | Occurs before one or more changes on the node are notified. (Inherited from OpcNode) |

Properties

| Name | Description |
|------|-------------|
|------|-------------|

| Name | Description |
|-------------------------|---|
| Category | Gets the NodeCategoryOpcAttribute which identifies the kind of node and is therefore used to classify the node regarding its use and purpose. (Inherited from OpcNode) |
| CurrentState | Gets or sets the current state of the OpcStateMachineNode and provides a human readable name for the current state which may not be suitable for use in application control logic. Applications should use the VariableId property of the CurrentStateNode if they need a unique identifier for the state. (Inherited from OpcStateMachineNode) |
| CurrentState | Gets the current state of the OpcFiniteStateMachineNode and provides a human readable name for the current state which may not be suitable for use in application control logic. Applications should use the VariableId property of the CurrentStateNode if they need a unique identifier for the state. (Inherited from OpcFiniteStateMachineNode) |
| CurrentStateNode | Gets the OpcStateVariableNode of the CurrentState property. (Inherited from OpcStateMachineNode) |
| CurrentStateNode | Gets the OpcFiniteStateVariableNode of the CurrentState property. (Inherited from OpcFiniteStateMachineNode) |
| DefaultReferenceTypeId | Gets the default identifier which identifies the type that defines the underlying node reference within this OpcInstanceNode is referenced by its parent node. (Inherited from OpcInstanceNode) |
| DefaultReferenceTypeId | Gets the default identifier which identifies the type that defines the underlying node reference within this OpcInstanceNode is referenced by its parent node. (Inherited from OpcObjectNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcInstanceNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcObjectNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcStateMachineNode) |
| DefaultTypeDefinitionId | Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcFiniteStateMachineNode) |
| Description | Gets or sets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node. (Inherited from OpcNode) |
| Descriptions | Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the Description attribute of the current node. (Inherited from OpcNode) |
| DisplayName | Gets or sets the value of the DisplayNameOpcAttribute which defines the localizable name of the node. (Inherited from OpcNode) |

| Name | Description |
|-----------------------------|---|
| DisplayNames | Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the DisplayName attribute of the current node. (Inherited from OpcNode) |
| HasPendingChanges | Gets a value indicating whether there exists any pending change on the node. (Inherited from OpcNode) |
| Id | Gets the value of the NodeIdOpcAttribute which unambiguously identifies the node. (Inherited from OpcNode) |
| LastTransition | Gets or sets the last transition which occurred in an instance and provides a human readable name for the last transition which may not be suitable for use in application control logic. Applications should use the VariableId property of the LastTransitionNode if they need a unique identifier for the transition. (Inherited from OpcStateMachineNode) |
| LastTransition | Gets the last transition which occurred in an instance and provides a human readable name for the last transition which may not be suitable for use in application control logic. Applications should use the VariableId property of the LastTransitionNode if they need a unique identifier for the transition. (Inherited from OpcFiniteStateMachineNode) |
| LastTransitionNode | Gets the OpcTransitionVariableNode of the LastTransition property. (Inherited from OpcStateMachineNode) |
| LastTransitionNode | Gets the OpcFiniteTransitionVariableNode of the LastTransition property. (Inherited from OpcFiniteStateMachineNode) |
| ModellingRuleId | Gets or sets the identifier which defines how the OpcInstanceNode is used for instantiation. (Inherited from OpcInstanceNode) |
| Name | Gets or sets the value of the BrowseNameOpcAttribute which defines the non-localizable human-readable name used when browsing the address space. (Inherited from OpcNode) |
| Namespace | (Inherited from OpcNode) |
| Parent | Gets the parent node of the node. (Inherited from OpcNode) |
| Parent | Gets the parent node of the node. (Inherited from OpcInstanceNode) |
| PendingChanges | Gets a value indicating the most recent changes performed on the node since their last notification. (Inherited from OpcNode) |
| QueryEventsCallback | Gets or sets a callback used to query any event information which belongs to the node. (Inherited from OpcNode) |
| ReadDescriptionCallback | (Inherited from OpcNode) |
| ReadDisplayNameCallback | (Inherited from OpcNode) |
| ReadUserWriteAccessCallback | (Inherited from OpcNode) |
| ReadWriteAccessCallback | (Inherited from OpcNode) |
| ReferenceType | Gets a value which defines a pre-defined used ReferenceTypeId as one of the members defined by the OpcReferenceType enumeration to simplify querying standard reference types. (Inherited from OpcInstanceNode) |

| Name | Description |
|------------------------------|--|
| ReferenceTypeId | Gets or sets the identifier which identifies the node that defines the semantic of the reference between a source and a target node and generally reflects an operation between the two, such as "A contains B". (Inherited from OpcInstanceNode) |
| SymbolicName | (Inherited from OpcNode) |
| Tag | Gets or sets the object that contains additional user data about the node. (Inherited from OpcNode) |
| TypeDefinitionId | Gets or sets the identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcInstanceNode) |
| UserWriteAccess | Gets or sets the value of the optional UserWriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node taking user access rights into account. (Inherited from OpcNode) |
| WriteAccess | Gets or sets the value of the optional WriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node. (Inherited from OpcNode) |
| WriteDescriptionCallback | (Inherited from OpcNode) |
| WriteDisplayNameCallback | (Inherited from OpcNode) |
| WriteUserWriteAccessCallback | (Inherited from OpcNode) |
| WriteWriteAccessCallback | (Inherited from OpcNode) |

Methods

| Name | Description |
|---------------------------------------|--|
| AddChild(OpcContext, OpcInstanceNode) | (Inherited from OpcInstanceNode) |
| AddNotifier(OpcContext, IOpcNode) | (Inherited from OpcNode) |
| AddNotifier(OpcContext, IOpcNode) | (Inherited from OpcObjectNode) |
| ApplyChanges(OpcContext) | Notifies about changes performed on the node since the last notification and resets the pending changes to None . (Inherited from OpcNode) |
| ApplyChanges(OpcContext, Boolean) | Notifies about changes performed on the node (and optionally on its children) since the last notification and resets the pending changes to None . (Inherited from OpcNode) |
| AttributeValue(OpcAttribute) | Retrieves the value of the attribute specified. (Inherited from OpcNode) |
| AttributeValue`1(OpcAttribute) | Retrieves the value of the attribute specified. (Inherited from OpcNode) |
| Child(OpcContext, OpcName) | Retrieves the child node its Name property matches exactly the name specified. (Inherited from OpcNode) |
| Children(OpcContext) | Retrieves a sequence of all nodes organized as children of this node. (Inherited from OpcNode) |

| Name | Description |
|---|--|
| InitializeDefaults | Initializes the default values used by the node implementation represented / required. (Inherited from OpcNode) |
| InitializeDefaults | Initializes the default values used by the OpcInstanceNode . (Inherited from OpcInstanceNode) |
| IsChangePending(OpcNodeChanges) | (Inherited from OpcNode) |
| OnAfterApplyChanges(OpcNodeChangesEventArgs) | Raises the AfterApplyChanges event using the event data specified. (Inherited from OpcNode) |
| OnBeforeApplyChanges(OpcNodeChangesEventArgs) | Raises the BeforeApplyChanges event using the event data specified. (Inherited from OpcNode) |
| QueryEventsCore(OpcNodeContext, OpcEventCollection) | (Inherited from OpcNode) |
| ReadAttributeValueCore`1(OpcReadAttributeValueContext, OpcAttributeValue) | (Inherited from OpcNode) |
| RemoveChild(OpcContext, OpcInstanceNode) | (Inherited from OpcInstanceNode) |
| RemoveNotifier(OpcContext, IOpcNode) | (Inherited from OpcNode) |
| RemoveNotifier(OpcContext, IOpcNode) | (Inherited from OpcInstanceNode) |
| RemoveNotifier(OpcContext, IOpcNode) | (Inherited from OpcObjectNode) |
| ReportEvent(OpcContext, OpcEvent) | (Inherited from OpcNode) |
| UpdateChanges(OpcContext, OpcNodeChanges) | Notifies about the changes on behalf of the node and removes pending changes which intersect with the changes specified. (Inherited from OpcNode) |
| UpdateChanges(OpcContext, OpcNodeChanges, Boolean) | Notifies about the changes on behalf of the node (and optionally on its children) and removes pending changes which intersect with the changes specified. (Inherited from OpcNode) |
| WriteAttributeValueCore`1(OpcWriteAttributeValueContext, OpcAttributeValue) | (Inherited from OpcNode) |

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