

OpcFiniteStateMachineNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcFiniteStateMachineNode(IOpcNode, OpcName)

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

C#

```
public OpcFiniteStateMachineNode(IOpcNode parent, OpcName name)
```

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 finite state machine node can be accessed.

OpcFiniteStateMachineNode(IOpcNode, OpcName, OpcNodeId)

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

C#

```
public OpcFiniteStateMachineNode(IOpcNode parent, OpcName name, OpcNodeId id)
```

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 finite state machine node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new finite state machine node can be identified and accessed.

OpcFiniteStateMachineNode(OpcName)

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

C#

```
public OpcFiniteStateMachineNode(OpcName name)
```

Parameters

[name](#) [OpcName](#)

The [OpcName](#) through that the new finite state machine node can be accessed.

OpcFiniteStateMachineNode(OpcName, OpcNodeId)

Initializes a new instance of the [OpcFiniteStateMachineNode](#) class accessible by the [name](#) and [id](#) specified.

C#

```
public OpcFiniteStateMachineNode(OpcName name, OpcNodeId id)
```

Parameters

[name](#) [OpcName](#)

The [OpcName](#) through that the new finite state machine node can be accessed.

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

The [OpcNodeId](#) through that the new finite state machine node can be identified and accessed.

Properties

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.

C#

```
public override OpcText CurrentState { get; set; }
```

Property Value

[OpcText](#)

A human readable name for the current state which may not be suitable for use in application control logic.

CurrentStateNode

Gets the [OpcFiniteStateVariableNode](#) of the [CurrentState](#) property.

C#

```
public OpcFiniteStateVariableNode CurrentStateNode { get; }
```

Property Value

[OpcFiniteStateVariableNode](#)

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

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).

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.

C#

```
public override OpcText LastTransition { get; set; }
```

Property Value

[OpcText](#)

A human readable name for the last transition which may not be suitable for use in application control logic.

LastTransitionNode

Gets the [OpcFiniteTransitionVariableNode](#) of the [LastTransition](#) property.

C#

```
public OpcFiniteTransitionVariableNode LastTransitionNode { get; }
```

Property Value

[OpcFiniteTransitionVariableNode](#)

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

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