

OpcFiniteStateVariableNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcFiniteStateVariableNode(IOpcNode, OpcName)

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

C#

```
public OpcFiniteStateVariableNode(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 variable node can be accessed.

OpcFiniteStateVariableNode(IOpcNode, OpcName, OpcNodeId)

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

C#

```
public OpcFiniteStateVariableNode(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 variable node can be accessed.

id [OpcNodeId](#)

The `OpcNodeId` through that the new finite state variable node can be identified and accessed.

OpcFiniteStateVariableNode(IOpcNode, OpcName, OpcNodeId, OpcText)

Initializes a new instance of the `OpcFiniteStateVariableNode` class accessible by the `name` and `id` specified with the initial value defined by `value` as a child node of the `parent` node given.

C#

```
public OpcFiniteStateVariableNode(IOpcNode parent, OpcName name, OpcNodeId id, OpcText value)
```

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 variable node can be accessed.

`id` `OpcNodeId`

The `OpcNodeId` through that the new finite state variable node can be identified and accessed.

`value` `OpcText`

The initial value of the new finite state variable node.

OpcFiniteStateVariableNode(IOpcNode, OpcName, OpcText)

Initializes a new instance of the `OpcFiniteStateVariableNode` class accessible by the `name` specified with the initial value defined by `value` as a child node of the `parent` node given.

C#

```
public OpcFiniteStateVariableNode(IOpcNode parent, OpcName name, OpcText value)
```

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 variable node can be accessed.

`value` `OpcText`

The initial value of the new finite state variable node.

OpcFiniteStateVariableNode(OpcName)

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

C#

```
public OpcFiniteStateVariableNode(OpcName name)
```

Parameters

name [OpcName](#)

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

OpcFiniteStateVariableNode(OpcName, OpcNodeId)

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

C#

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

Parameters

name [OpcName](#)

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

id [OpcNodeId](#)

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

OpcFiniteStateVariableNode(OpcName, OpcNodeId, OpcText)

Initializes a new instance of the [OpcFiniteStateVariableNode](#) class accessible by the **name** and **id** specified with the initial value given by **value**.

C#

```
public OpcFiniteStateVariableNode(OpcName name, OpcNodeId id, OpcText value)
```

Parameters

name [OpcName](#)

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

id [OpcNodeId](#)

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

value [OpcText](#)

The initial value of the new finite state variable node.

OpcFiniteStateVariableNode(OpcName, OpcText)

Initializes a new instance of the [OpcFiniteStateVariableNode](#) class accessible by the **name** specified with the initial value given by **value**.

C#

```
public OpcFiniteStateVariableNode(OpcName name, OpcText value)
```

Parameters

name [OpcName](#)

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

value [OpcText](#)

The initial value of the new finite state variable node.

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).

VariableId

Gets or sets a node identifier which uniquely identifies the current state within the state machine.

C#

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

Property Value

OpcNodeId

A [OpcNodeId](#) which uniquely identifies the current state within the state machine.

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