

OpcInstanceNode Members

Namespace: Opc.UaFx

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

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

Properties

DefaultReferenceTypeId

Gets the default identifier which identifies the type that defines the underlying node reference within this [OpcInstanceNode](#) is referenced by its parent node.

C#

```
protected virtual OpcNodeId DefaultReferenceTypeId { get; }
```

Property Value

[OpcNodeId](#)

The [OpcNodeId](#) of the reference within this [OpcInstanceNode](#) is referenced. These reference defines the typical behaviour of an instance node and its role in the address space regarding its parent. If there exists no specific reference type a null reference (Nothing in Visual Basic).

DefaultTypeId

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

C#

```
protected virtual OpcNodeId DefaultTypeId { 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).

ModellingRuleId

Gets or sets the identifier which defines how the [OpcInstanceNode](#) is used for instantiation.

C#

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

Property Value

OpcNodeId

The [OpcNodeId](#) of the rule which defined how the [OpcInstanceNode](#) is used for instantiation. This rule also defines subtyping rules for the [OpcInstanceNode](#). If there does no specific rule apply to the node a null reference (Nothing in Visual Basic).

Parent

Gets the parent node of the node.

C#

```
public override sealed IOpcNode Parent { get; }
```

Property Value

IOpcNode

An instance implementing the [IOpcNode](#) interface which represents the physical parent of the node. In general a node can have multiple (logical) parent nodes, but this property provides the only physical parent node of the node. The value can also be a null reference (Nothing in Visual Basic) in case there the node does only have logical parent nodes.

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.

C#

```
public OpcReferenceType ReferenceType { get; }
```

Property Value

OpcReferenceType

One of the members defined by the [OpcReferenceType](#) enumeration.

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".

C#

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

Property Value

OpcNodeId

The [OpcNodeId](#) of the reference type node which defines the relation semantic between the source and a target node. If there does no specific reference apply between the source and the target node a null reference (Nothing in Visual Basic).

Remarks

Since reference types will be used as filters in the browse service and in queries, the server shall provide all its reference types, directly or indirectly following hierarchical references starting from the "ReferenceTypes" object. This means that, whenever the client follows a reference, the server shall expose the type of this reference in the reference type hierarchy. It shall provide all reference types so that the client would be able, following the inverse subtype of references, to come to the base references reference type. It does not mean that the server shall expose the reference type that the client has not used any reference of.

TypeDefinitionId

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

C#

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

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).

Methods

AddChild(OpcContext, OpcInstanceNode)

C#

```
public void AddChild(OpcContext context, OpcInstanceNode node)
```

Parameters

context [OpcContext](#)

node [OpcInstanceNode](#)

Exceptions

[ArgumentNullException](#)

InitializeDefaults()

Initializes the default values used by the [OpcInstanceNode](#).

C#

```
protected override void InitializeDefaults()
```

Remarks

This method is used to ensure the availability of appropriate node specific default values. For more information like when this method is to be overwritten see [InitializeDefaults](#).

RemoveChild(OpcContext, OpcInstanceNode)

C#

```
public void RemoveChild(OpcContext context, OpcInstanceNode node)
```

Parameters

context [OpcContext](#)

node [OpcInstanceNode](#)

Exceptions

[ArgumentNullException](#)

RemoveNotifier(OpcContext, IOpcNode)

C#

```
public override void RemoveNotifier(OpcContext context, IOpcNode node)
```

Parameters

context OpcContext

node IOpcNode

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