

# OpcMemberSwitch Class

**Namespace:** Opc.UaFx

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

Declares the condition under which an optional member exists in dependency of the value of a switch member. The switch member can be either a single bit in the 'EncodingMask' or a different member its value is compared to a switch value (see [Value](#)).

**C#**

```
public class OpcMemberSwitch
```

**Inheritance** [Object](#) > OpcMemberSwitch

## Constructors

| Name                                                                    | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <a href="#">OpcMemberSwitch(Int32)</a>                                  | Initializes a new instance of the <a href="#">OpcMemberSwitch</a> class which refers to the <a href="#">bit</a> specified. Using this constructor results in a <a href="#">OpcMemberSwitch</a> which evaluates to the value true in case there the <a href="#">bit</a> referenced is set (= high) in the 'EncodingMask'.                                                                                                                                                                                                                             |
| <a href="#">OpcMemberSwitch(String)</a>                                 | Initializes a new instance of the <a href="#">OpcMemberSwitch</a> class which refers to the switch member using its <a href="#">name</a> specified. Using this constructor results in a <a href="#">OpcMemberSwitch</a> which evaluates to the value true in case there the value of the switch member referenced by the <a href="#">name</a> is not equals zero.                                                                                                                                                                                    |
| <a href="#">OpcMemberSwitch(String, Int64)</a>                          | Initializes a new instance of the <a href="#">OpcMemberSwitch</a> class which refers to the switch member using its <a href="#">name</a> while its value needs to be equals to the <a href="#">value</a> specified. Using this constructor results in a <a href="#">OpcMemberSwitch</a> which evaluates to the value true in case there the value of the switch member referenced by the <a href="#">name</a> is equals to the <a href="#">value</a> .                                                                                               |
| <a href="#">OpcMemberSwitch(String, Int64, OpcMemberSwitchOperator)</a> | Initializes a new instance of the <a href="#">OpcMemberSwitch</a> class which refers to the switch member using its <a href="#">name</a> while its values is compared to the <a href="#">value</a> using the <a href="#">operator</a> specified. Using this constructor results in a <a href="#">OpcMemberSwitch</a> which evaluates to the value true in case there the comparison of value of the switch member referenced by the <a href="#">name</a> using the <a href="#">operator</a> and the <a href="#">value</a> results to the value true. |

## Properties

| Name                       | Description                                                                                                                                                                                             |
|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <a href="#">Bit</a>        | Gets the zero-based number of the bit in the 'EncodingMask' which controls the existence of an optional member.                                                                                         |
| <a href="#">Conditions</a> | Gets a value which identities in which way the current <a href="#">OpcMemberSwitch</a> decides whether a member exists.                                                                                 |
| <a href="#">Name</a>       | Gets the name of the switch member its value is compared to control the existence of an optional member.                                                                                                |
| <a href="#">Operator</a>   | Gets a value which defines the relational operator to use when comparing the value of a referenced <a href="#">Bit</a> or the value of a referenced switch member referred to by <a href="#">Name</a> . |

| Name  | Description                                                                                                                                                                     |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Value | Gets the value towards the value of the switch member, referenced by the Bit of the 'EncodingMask' or by the Name, is to be compared using the Operator of the OpcMemberSwitch. |

## Methods

| Name           | Description                                                                        |
|----------------|------------------------------------------------------------------------------------|
| Matches(Int64) | Evaluates the switch condition against the value specified.                        |
| ToString       | Returns a String representing the information used by the current OpcMemberSwitch. |

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