OpcName Class

Namespace: Opc.UaFx
Assemblies: Opc.UaFx.Advanced.dll

Represents the name of any kind of OPC UA entity through qualifying its nominal information with a reference to the namespace within the name is used.

C#

```
[OpcDataType(20U)]
public class OpcName : IEquatable<OpcName>, IComparable, IComparable<OpcName>
```

Inheritance Object › OpcName

Attributes OpcDataTypeAttribute

Implements IEquatable<OpcName>, IComparable, IComparable<OpcName>

Constructors

Name	Description
OpcName(String)	Initializes a new instance of the OpcName class using the `value` specified.
OpcName(String, Int32)	Initializes a new instance of the OpcName class using the `value` and `namespaceIndex` specified.
OpcName(String, OpcNamespace)	Initializes a new instance of the OpcName class using the `value` and `nameNamespace` specified.

Properties

Name	Description
IsNull	Gets a value indicating whether the name is a null name.
Namespace	Gets the OpcNamespace used by the OpcName to describe the namespace to that the name belongs.
NamespaceIndex	Gets the index of the namespace that this name belongs.
NamespaceUri	Gets the uniform resource identifier (URI) of the namespace referred by the NamespaceIndex.
Null	Gets the default null name.
Value	Gets the name without any namespace information.

Methods

Name	Description
CompareTo(Object)	Compares the current OpcName with the `other`.
CompareTo(OpcName)	Compares the current OpcName with another OpcName.
Equals(Object)	Determines whether the specified `other` is equal to this OpcName.

Name	Description
Equals(OpcName)	Determines whether the specified `other` is equal to this OpcName.
GetHashCode	Retrieves a hash code for this OpcName.
IsNullOrEmpty(OpcName)	Indicates whether the specified OpcName is null or its Value is null or an empty string (“”).
Parse(String)	Converts a name string to a OpcName instance.
ToString	Returns a string representing the name.
TryParse(String, OpcName@)	Determines whether a string is a valid name.

Operators

Name	Description
op_Equality(OpcName, OpcName)	Returns a value indicating whether two instance of OpcName are equal.
op_Explicit(Ua.QualifiedName)	Converts a OpcName to an QualifiedName object.
op_GreaterThan(OpcName, OpcName)	Determines whether the first specified OpcName object is greater than the second specified OpcName object.
op_GreaterThanOrEqual(OpcName, OpcName)	Determines whether the first specified OpcName object is greater than or equal to the second specified OpcName object.
op_Implicit(QualifiedName)~Opc.UaFx.OpcName)	Converts a QualifiedName to an OpcName object.
op_Implicit(UaFx.OpcName)	Converts a String to an OpcName object.
op_Inequality(OpcName, OpcName)	Returns a value indicating whether two instances of OpcName are not equal.
op_LessThan(OpcName, OpcName)	Determines whether the first specified OpcName object is less than the second specified OpcName object.
op_LessThanOrEqual(OpcName, OpcName)	Determines whether the first specified OpcName object is less than or equal to the second OpcName object.

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