

# OpcNodeChangesEventArgs Members

**Namespace:** Opc.UaFx

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

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

## Constructors

### OpcNodeChangesEventArgs(OpcNodeChanges)

Initializes a new instance of the [OpcNodeChangesEventArgs](#) class using the **changes** specified.

**C#**

```
public OpcNodeChangesEventArgs(OpcNodeChanges changes)
```

#### Parameters

**changes** [OpcNodeChanges](#)

A bitwise combination of [OpcNodeChanges](#) members indicating the changes affected by the event.

## Properties

### Changes

Gets a value indicating the changes affected by the event.

**C#**

```
public OpcNodeChanges Changes { get; }
```

#### Property Value

[OpcNodeChanges](#)

A bitwise combination of [OpcNodeChanges](#) members.

## Methods

### IsChangeOf(OpcNodeChanges)

Determines whether a specific [OpcNodeChanges](#) value is part of the **Changes** affected by the event.

**C#**

```
public bool IsChangeOf(OpcNodeChanges change)
```

## Parameters

**change** OpcNodeChanges

A bitwise combination of **OpcNodeChanges** members to test against the **Changes** affected by the event.

## Returns

**Boolean**

The value true if the **change** value specified is part of the **Changes**; otherwise the value false.

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