

# OpcNodeIdCollection Members

**Namespace:** Opc.UaFx

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

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

## Constructors

### OpcNodeIdCollection()

Initializes a new instance of the [OpcNodeIdCollection](#) class.

**C#**

```
public OpcNodeIdCollection()
```

### OpcNodeIdCollection(IList<OpcNodeId>)

Initializes a new instance of the [OpcNodeIdCollection](#) class as a wrapper for the specified [list](#).

**C#**

```
public OpcNodeIdCollection(IList<OpcNodeId> list)
```

#### Parameters

[list](#) [IList<OpcNodeId>](#)

The [IList<OpcNodeId>](#) of [OpcNodeId](#) values to wrap.

#### Exceptions

[ArgumentNullException](#)

The [list](#) is a null reference (Nothing in Visual Basic).

## Methods

### ClearItems()

**C#**

```
protected override void ClearItems()
```

# InsertItem(Int32, OpcNodeId)

C#

```
protected override void InsertItem(int index, OpcNodeId item)
```

## Parameters

index Int32

item OpcNodeId

# RemoveItem(Int32)

C#

```
protected override void RemoveItem(int index)
```

## Parameters

index Int32

# SetItem(Int32, OpcNodeId)

C#

```
protected override void SetItem(int index, OpcNodeId item)
```

## Parameters

index Int32

item OpcNodeId

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