

OpcNodeReferenceCollection Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Provides a collection of [OpcNodeReference](#) instances where the [NodeId](#) is used as the key of each entry.

C#

```
public class OpcNodeReferenceCollection : KeyedCollection<OpcNodeId, OpcNodeReference>,
    IList<OpcNodeReference>, ICollection<OpcNodeReference>, IList, ICollection,
    IReadOnlyList<OpcNodeReference>, IReadOnlyCollection<OpcNodeReference>,
    IEnumerable<OpcNodeReference>, IEnumerable
```

Inheritance [Object](#) > [Collection<OpcNodeReference>](#) > [KeyedCollection<OpcNodeId, OpcNodeReference>](#)
> [OpcNodeReferenceCollection](#)

Implements [IList<OpcNodeReference>](#), [ICollection<OpcNodeReference>](#), [IList](#), [ICollection](#),
[IReadOnlyList<OpcNodeReference>](#), [IReadOnlyCollection<OpcNodeReference>](#),
[IEnumerable<OpcNodeReference>](#), [IEnumerable](#)

Constructors

Name	Description
OpcNodeReferenceCollection	Initializes a new instance of the OpcNodeReferenceCollection class.

Methods

Name	Description
Add(IOpcNode, IEnumerable)	Adds a OpcNodeReference instance representing a node / references bundle using the node and the references specified.
Add(IOpcNode, OpcNodeId)	Adds OpcNodeReference instances representing a bidirectional relation between the sourceNode and the node identified by the targetNodeId specified. The references created represent a ParentToChild and ChildToParent relation using Organizes as the type of reference.
Add(IOpcNode, OpcNodeId, Nullable)	Adds OpcNodeReference instances representing either a bidirectional or a unidirectional relation between the sourceNode and the target identified by the targetNodeId specified. The references created depend on the value specified by direction using Organizes as the type of reference.
Add(IOpcNode, OpcNodeId, Nullable, OpcNodeId)	Adds OpcNodeReference instances representing either a bidirectional or a unidirectional relation between the sourceNode and the target identified by the targetNodeId specified. The references created depend on the value specified by direction using the type of reference identified by the referenceTypeId specified.

Name	Description
Add(IOpcNode, OpcNodeId, Nullable, OpcReferenceType)	Adds OpcNodeReference instances representing either a bidirectional or a unidirectional relation between the sourceNode and the target identified by the targetNodeId specified. The references created depend on the value specified by direction using the referenceType as the type of reference.
Add(IOpcNode, OpcReference)	Adds a OpcNodeReference instance representing a node / references bundle using the node and the references specified.
Add(OpcNodeId, IEnumerable)	Adds a OpcNodeReference instance representing a node / references bundle using the node identified by the nodeId and the references specified.
Add(OpcNodeId, OpcNodeId)	Adds OpcNodeReference instances representing a bidirectional relation between the source identified by the sourceNodeId and the node identified by the targetNodeId specified. The references created represent a ParentToChild and ChildToParent relation using Organizes as the type of reference.
Add(OpcNodeId, OpcNodeId, Nullable)	Adds OpcNodeReference instances representing either a bidirectional or a unidirectional relation between the source identified by sourceNodeId and the target identified by the targetNodeId specified. The references created depend on the value specified by direction using Organizes as the type of reference.
Add(OpcNodeId, OpcNodeId, Nullable, OpcNodeId)	Adds OpcNodeReference instances representing either a bidirectional or a unidirectional relation between the source identified by the sourceNodeId and the target identified by the targetNodeId specified. The references created depend on the value specified by direction using the type of reference identified by the referenceTypeId specified.
Add(OpcNodeId, OpcNodeId, Nullable, OpcReferenceType)	Adds OpcNodeReference instances representing either a bidirectional or a unidirectional relation between the source identified by the sourceNodeId and the target identified by the targetNodeId specified. The references created depend on the value specified by direction using the referenceType as the type of reference.
Add(OpcNodeId, OpcReference)	Adds a OpcNodeReference instance representing a node / references bundle using the node identified by the nodeId and the references specified.
GetKeyForItem(OpcNodeReference)	Extracts the key from the specified element.

Table of Contents

Constructors	1
Methods	1

