

OpcNodeTypeSystem Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Represents a system which defines type information used as templates to initialize different types of nodes. Such nodes can be object, variable or event nodes.

C#

```
public abstract class OpcNodeTypeSystem : OpcTypeSystem<OpcNodeTypeInfo>, IOpcTypeSystem, IOpcTypeProvider
```

Inheritance [Object](#) > [OpcTypeSystem<OpcNodeTypeInfo>](#) > [OpcNodeTypeSystem](#)

Implements [IOpcTypeSystem](#), [IOpcTypeProvider](#)

Properties

Name	Description
Empty	Gets the type system to use if there is no specific type system data available.
HasCachedTypes	Gets a value indicating whether the type system already has determined at least some type information offered as OpcNodeTypeInfo objects.
HasCachingCompleted	Gets a value indicating whether the type system has determined the whole type information offered as OpcNodeTypeInfo objects.

Methods

Name	Description
GetTypeCore(OpcName)	Retrieves the OpcNodeTypeInfo object which is known under the name specified.
GetTypeCore(OpcNodeId)	Retrieves the OpcNodeTypeInfo object which declares the type which is identified by the typeId specified.
GetTypeCore(String)	Retrieves the OpcNodeTypeInfo object which is known under the name specified.
GetTypeCore(Type)	Retrieves the OpcNodeTypeInfo object which declares the type implemented by the underlyingType specified.
GetTypeCore	Retrieves all OpcNodeTypeInfo objects offered by the current OpcNodeTypeSystem .
RetrieveTypesCore	Retrieves all OpcNodeTypeInfo objects explicitly offered by the OpcNodeTypeSystem .
RetrieveTypesCore(IDictionary)	When implemented in a derived class, retrieves all OpcNodeTypeInfo objects on-demand offered by the OpcNodeTypeSystem except the already knownTypes specified.

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