

OpcReadOnlyNodeCollection Members

Namespace: Opc.UaFx

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

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

Properties

Count

Gets the number of nodes contained in the [OpcReadOnlyNodeCollection](#) instance.

C#

```
public int Count { get; }
```

Property Value

[Int32](#)

The number of nodes contained in the [OpcReadOnlyNodeCollection](#) instance.

Empty

Gets an empty instance used in cases there the concrete collection does not yet exists.

C#

```
public static OpcReadOnlyNodeCollection Empty { get; }
```

Property Value

[OpcReadOnlyNodeCollection](#)

An instance of the [OpcReadOnlyNodeCollection](#) which can be used for general purpose in cases there an empty collection is required.

Item[Int32]

Gets the node at the specified index.

C#

```
public IOpcNode this[int index] { get; }
```

Property Value

[IOpcNode](#)

The node at the specified index.

Exceptions

[ArgumentOutOfRangeException](#)

The `index` is not valid index in the [OpcReadOnlyNodeCollection](#).

Item[OpcNodeId]

Gets the node at the specified index.

C#

```
public IOpcNode this[OpcNodeId id] { get; }
```

Property Value

[IOpcNode](#)

The node with the specified `id`.

Exceptions

[KeyNotFoundException](#)

The `id` does not refer to a node with such an `Id`.

Items

Gets the [IList<T>](#) that the [OpcReadOnlyNodeCollection](#) wraps.

C#

```
protected IList<IOpcNode> Items { get; }
```

Property Value

[IList<IOpcNode>](#)

The [IList<T>](#) that the [OpcReadOnlyNodeCollection](#) wraps.

Methods

Contains(IOpcNode)

Determines whether a node is in the [OpcReadOnlyNodeCollection](#).

C#

```
public bool Contains(IOpcNode value)
```

Parameters

value IOpcNode

The object to locate in the [OpcReadOnlyNodeCollection](#).

Returns

Boolean

The value true if value is found in the [OpcReadOnlyNodeCollection](#); otherwise, the value false.

Exceptions

[ArgumentNullException](#)

The **value** is a null reference (Nothing in Visual Basic).

Contains(OpcNodeId)

Determines whether a node with the **id** specified is in the [OpcReadOnlyNodeCollection](#).

C#

```
public bool Contains(OpcNodeId id)
```

Parameters

id OpcNodeId

The [OpcNodeId](#) to use to look up a existing node.

Returns

Boolean

The value true if a node exists in the [OpcReadOnlyNodeCollection](#) with the **id**; otherwise, the value false.

Exceptions

[ArgumentNullException](#)

The **id** is a null reference (Nothing in Visual Basic).

CopyTo(IOpcNode[], Int32)

Copies the entire [OpcReadOnlyNodeCollection](#) to a compatible one-dimensional [Array](#), starting at the specified [index](#) of the target [array](#).

C#

```
public void CopyTo(IOpcNode[] array, int index)
```

Parameters

[array](#) [IOpcNode\[\]](#)

The one-dimensional [Array](#) that is the destination of the elements copied from [OpcReadOnlyNodeCollection](#). The [Array](#) must have zero-based indexing.

[index](#) [Int32](#)

The zero-based index in array at which copying begins.

Exceptions

[ArgumentException](#)

The number of elements in the source [OpcReadOnlyNodeCollection](#) is greater than the available space from [index](#) to the end of the destination [array](#).

[ArgumentNullException](#)

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

[ArgumentOutOfRangeException](#)

The [index](#) is less than zero.

GetEnumerator()

Returns an enumerator that iterates through the [OpcReadOnlyNodeCollection](#).

C#

```
public IEnumerator<IOpcNode> GetEnumerator()
```

Returns

[IEnumerator<IOpcNode>](#)

An [IEnumerator](#) for the [OpcReadOnlyNodeCollection](#).

IndexOf(IOpcNode)

Searches for the specified object and returns the zero-based index of the first occurrence within the entire [OpcReadOnlyNodeCollection](#).

C#

```
public int IndexOf(IOpcNode value)
```

Parameters

value IOpcNode

The node to locate in the [OpcReadOnlyNodeCollection](#).

Returns

Int32

The zero-based index of the first occurrence of item within the entire **value**, if found; otherwise the value -1.

Exceptions

[ArgumentNullException](#)

The **value** is a null reference (Nothing in Visual Basic).

TryGet(OpcNodeId, out IOpcNode)

Tries to determine the item associated with the specified **id**.

C#

```
public bool TryGet(OpcNodeId id, out IOpcNode node)
```

Parameters

id OpcNodeId

The [OpcNodeId](#) whose [IOpcNode](#) item to get.

node IOpcNode

When this method returns, the [IOpcNode](#) associated with the specified **id**, if the **id** is found; otherwise, a null reference (Nothing in Visual Basic).

Returns

Boolean

Exceptions

[ArgumentNullException](#)

The `id` is a null reference (Nothing in Visual Basic).

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