

OpcRelativePathElement Members

Namespace: Opc.UaFx

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

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

Constructors

OpcRelativePathElement(OpcName)

Initializes a new instance of the [OpcRelativePathElement](#) class following [HierarchicalReferences](#) using the **name** specified.

C#

```
public OpcRelativePathElement(OpcName name)
```

Parameters

name [OpcName](#)

The [OpcName](#) value of the [BrowseName](#) attribute to follow.

Exceptions

[ArgumentNullException](#)

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

OpcRelativePathElement(OpcName, OpcReferenceType)

Initializes a new instance of the [OpcRelativePathElement](#) class following the **referenceType** and **name** specified.

C#

```
public OpcRelativePathElement(OpcName name, OpcReferenceType referenceType)
```

Parameters

name [OpcName](#)

The [OpcName](#) value of the [BrowseName](#) attribute to follow.

referenceType [OpcReferenceType](#)

The [OpcReferenceType](#) to follow.

Exceptions

ArgumentNullException

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

Properties

Direction

Gets a value indicating in which direction the references shall be followed.

C#

```
public OpcReferenceDirection Direction { get; }
```

Property Value

[OpcReferenceDirection](#)

One of the members defined by the [OpcReferenceDirection](#) enumeration.

IncludeSubtypes

Gets a value indicating whether subtypes of the type of reference identified by either [ReferenceTypeId](#) or [ReferenceTypeName](#) shall be followed as well.

C#

```
public bool IncludeSubtypes { get; }
```

Property Value

[Boolean](#)

The value true to follow subtypes of the type of reference identified by either [ReferenceTypeId](#) or [ReferenceTypeName](#); otherwise the value false.

Name

Gets the [BrowseName](#) of the target node to follow.

C#

```
public OpcName Name { get; }
```

Property Value

[OpcName](#)

An instance of the [OpcName](#) class or a null reference (Nothing in Visual Basic) if all targets of the references identified by the [ReferenceTypeId](#) or [ReferenceTypeName](#) shall be followed.

ReferenceType

Gets the according [OpcReferenceType](#) value for the [ReferenceTypeId](#) to follow.

C#

```
public OpcReferenceType? ReferenceType { get; }
```

Property Value

[Nullable<OpcReferenceType>](#)

One of the members defined by the [OpcReferenceType](#) enumeration or a null reference (Nothing in Visual Basic) if the [ReferenceTypeId](#) either is a null reference (Nothing in Visual Basic) or refers to a type of reference not represented by the members defined by the [OpcReferenceType](#) enumeration.

ReferenceTypeId

Gets the identifier of the reference to follow.

C#

```
public OpcNodeId ReferenceTypeId { get; }
```

Property Value

[OpcNodeId](#)

An instance of the [OpcNodeId](#) class which identifies the type of reference to follow or a null reference (Nothing in Visual Basic) if all references shall be followed.

ReferenceTypeName

Gets the [OpcName](#) used to follow a specific type of reference using its [BrowseName](#) to determine the according [ReferenceTypeId](#) while following the current element.

C#

```
public OpcName ReferenceTypeName { get; }
```

Property Value

[OpcName](#)

An instance of the [OpcName](#) class to resolve the type reference while following the current element or a null reference (Nothing in Visual Basic) if the current element does not define a type of reference to follow (by name).

Methods

ToString()

Returns a string representing the relative path element.

C#

```
public override string ToString()
```

Returns

[String](#)

A string formatted using the components of the current [OpcRelativePathElement](#).

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