

OpcServerStatePropertyNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcServerStatePropertyNode(IOpcNode, OpcName)

Initializes a new instance of the [OpcServerStatePropertyNode](#) class accessible by the **name** specified as a child node of the **parent** node given.

C#

```
public OpcServerStatePropertyNode(IOpcNode parent, OpcName name)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new server state property node can be accessed.

OpcServerStatePropertyNode(IOpcNode, OpcName, OpcNodeId)

Initializes a new instance of the [OpcServerStatePropertyNode](#) class accessible by the **name** and **id** specified as a child node of the **parent** node given.

C#

```
public OpcServerStatePropertyNode(IOpcNode parent, OpcName name, OpcNodeId id)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new server state property node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new server state property node can be identified and accessed.

OpcServerStatePropertyNode(IOpcNode, OpcName, OpcNodeId, OpcServerState)

Initializes a new instance of the [OpcServerStatePropertyNode](#) class accessible by the **name** and **id** specified with the initial value defined by **value** as a child node of the **parent** node given.

C#

```
public OpcServerStatePropertyNode(IOpcNode parent, OpcName name, OpcNodeId id,
OpcServerState value)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new server state property node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new server state property node can be identified and accessed.

value [OpcServerState](#)

The initial value of the new server state property node.

OpcServerStatePropertyNode(IOpcNode, OpcName, OpcServerState)

Initializes a new instance of the [OpcServerStatePropertyNode](#) class accessible by the **name** specified with the initial value defined by **value** as a child node of the **parent** node given.

C#

```
public OpcServerStatePropertyNode(IOpcNode parent, OpcName name, OpcServerState value)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new server state property node can be accessed.

value `OpcServerState`

The initial value of the new server state property node.

OpcServerStatePropertyNode(OpcName)

Initializes a new instance of the `OpcServerStatePropertyNode` class accessible by the `name` specified.

C#

```
public OpcServerStatePropertyNode(OpcName name)
```

Parameters

`name` `OpcName`

The `OpcName` through that the new server state property node can be accessed.

OpcServerStatePropertyNode(OpcName, OpcNodeId)

Initializes a new instance of the `OpcServerStatePropertyNode` class accessible by the `name` and `id` specified.

C#

```
public OpcServerStatePropertyNode(OpcName name, OpcNodeId id)
```

Parameters

`name` `OpcName`

The `OpcName` through that the new server state property node can be accessed.

`id` `OpcNodeId`

The `OpcNodeId` through that the new server state property node can be identified and accessed.

OpcServerStatePropertyNode(OpcName, OpcNodeId, OpcServerState)

Initializes a new instance of the `OpcServerStatePropertyNode` class accessible by the `name` and `id` specified with the initial value given by `value`.

C#

```
public OpcServerStatePropertyNode(OpcName name, OpcNodeId id, OpcServerState value)
```

Parameters

`name` `OpcName`

The `OpcName` through that the new server state property node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new server state property node can be identified and accessed.

value [OpcServerState](#)

The initial value of the new server state property node.

OpcServerStatePropertyNode(OpcName, OpcServerState)

Initializes a new instance of the [OpcServerStatePropertyNode](#) class accessible by the **name** specified with the initial value given by **value**.

C#

```
public OpcServerStatePropertyNode(OpcName name, OpcServerState value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new server state property node can be accessed.

value [OpcServerState](#)

The initial value of the new server state property node.

Properties

ReadServerStatePropertyValueCallback

Gets or sets a callback used to read the server state property value.

C#

```
public OpcReadServerStatePropertyValueCallback ReadServerStatePropertyValueCallback { get; set; }
```

Property Value

[OpcReadServerStatePropertyValueCallback](#)

A [OpcReadServerStatePropertyValueCallback](#) used to read the server state property value as the type [OpcServerState](#). The value can also be a null reference (Nothing in Visual Basic).

Remarks

This callback is used in call chain with the [ReadPropertyValueCallback](#) and will be called with the outcome of that callback routine (in case there is one defined).

Value

Gets or sets the value of the property node.

C#

```
public OpcServerState Value { get; set; }
```

Property Value

[OpcServerState](#)

A value of the type [OpcServerState](#).

WriteServerStatePropertyValueCallback

Gets or sets a callback used to write the server state property value.

C#

```
public OpcWriteServerStatePropertyValueCallback WriteServerStatePropertyValueCallback { get; set; }
```

Property Value

[OpcWriteServerStatePropertyValueCallback](#)

A [OpcWriteServerStatePropertyValueCallback](#) used to write the server state property value as the type [OpcServerState](#). The value can also be a null reference (Nothing in Visual Basic).

Remarks

This callback is used in call chain with the [WritePropertyValueCallback](#) and will be called with the outcome of that callback routine (in case there is one defined).

Methods

ReadPropertyValueCore(OpcReadPropertyValueContext, OpcPropertyValue<Object>)

Reads the value of the property node using the **context** and **value** information specified.

C#

```
protected override sealed OpcPropertyValue<object>  
ReadPropertyValueCore(OpcReadPropertyValueContext context, OpcPropertyValue<object> value)
```

Parameters

context `OpcReadPropertyValueContext`

The `OpcReadPropertyValueContext` to use to read the property node value.

value `OpcPropertyValue<Object>`

The `OpcPropertyValue` containing the currently used value constructed by the value information contained in the property node cache.

Returns

`OpcPropertyValue<Object>`

The `OpcPropertyValue` read using the `ReadPropertyValueCallback` or the **value** if there is no custom callback routine defined.

ReadServerStatePropertyValueCore(OpcReadPropertyValueContext<OpcServerStatePropertyNode>, OpcPropertyValue<OpcServerState>)

Reads the server state value of the property node using the **context** and **value** information specified.

C#

```
protected virtual OpcPropertyValue<OpcServerState>
ReadServerStatePropertyValueCore(OpcReadPropertyValueContext<OpcServerStatePropertyNode>
context, OpcPropertyValue<OpcServerState> value)
```

Parameters

context `OpcReadPropertyValueContext<OpcServerStatePropertyNode>`

The `OpcReadPropertyValueContext` to use to read the property node value.

value `OpcPropertyValue<OpcServerState>`

The `OpcPropertyValue` containing the currently used value constructed by the value information contained in the property node cache.

Returns

`OpcPropertyValue<OpcServerState>`

The `OpcPropertyValue` read using the `ReadServerStatePropertyValueCallback` or the **value** if there is no custom callback routine defined.

ReadServerStateValue(OpcReadVariableValueContext)

Reads the server state value of the property node.

C#

```
public OpcServerState ReadServerStateValue(OpcReadVariableValueContext context)
```

Parameters

context [OpcReadVariableValueContext](#)

The [OpcReadVariableValueContext](#) to use when reading the value.

Returns

[OpcServerState](#)

The [OpcServerState](#) value of the server state property node read.

Exceptions

[ArgumentNullException](#)

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

WritePropertyValueCore(OpcWritePropertyValueContext, OpcPropertyValue<Object>)

Writes the value of the property node using the **context** and **value** information specified.

C#

```
protected override sealed OpcPropertyValue<object>  
WritePropertyValueCore(OpcWritePropertyValueContext context, OpcPropertyValue<object> value)
```

Parameters

context [OpcWritePropertyValueContext](#)

The [OpcWritePropertyValueContext](#) to use to write the property node value.

value [OpcPropertyValue<Object>](#)

The [OpcPropertyValue](#) containing the currently used value constructed by the value information contained in the property node cache.

Returns

[OpcPropertyValue<Object>](#)

The [OpcPropertyValue](#) written using the [WritePropertyValueCallback](#) or the **value** if there is no custom callback routine defined.

WriteServerStatePropertyValueCore(OpcWritePropertyValueContext<OpcServerStatePropertyNode>, OpcPropertyValue<OpcServerState>)

Writes the server state value of the property node using the **context** and **value** information specified.

C#

```
protected virtual OpcPropertyValue<OpcServerState>
WriteServerStatePropertyValueCore(OpcWritePropertyValueContext<OpcServerStatePropertyNode>
context, OpcPropertyValue<OpcServerState> value)
```

Parameters

context OpcWritePropertyValueContext<OpcServerStatePropertyNode>

The OpcWritePropertyValueContext'1 to use to write the property node value.

value OpcPropertyValue<OpcServerState>

The OpcPropertyValue'1 containing the currently used value constructed by the value information contained in the property node cache.

Returns

OpcPropertyValue<OpcServerState>

The OpcPropertyValue'1 written using the WriteServerStatePropertyValueCallback or the **value** if there is no custom callback routine defined.

WriteServerStateValue(OpcWriteVariableValueContext, OpcServerState)

Writes the value of the property node specified by **value**.

C#

```
public void WriteServerStateValue(OpcWriteVariableValueContext context, OpcServerState
value)
```

Parameters

context OpcWriteVariableValueContext

The OpcWriteVariableValueContext to use when writing the value.

value OpcServerState

The OpcServerState value of the server state property node to write.

Exceptions

ArgumentNullException

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

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