

OpcTransitionVariableNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcTransitionVariableNode(IOpcNode, OpcName)

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

C#

```
public OpcTransitionVariableNode(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 transition variable node can be accessed.

OpcTransitionVariableNode(IOpcNode, OpcName, OpcNodeId)

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

C#

```
public OpcTransitionVariableNode(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 transition variable node can be accessed.

id [OpcNodeId](#)

The `OpcNodeId` through that the new transition variable node can be identified and accessed.

OpcTransitionVariableNode(IOpcNode, OpcName, OpcNodeId, OpcText)

Initializes a new instance of the `OpcTransitionVariableNode` 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 OpcTransitionVariableNode(IOpcNode parent, OpcName name, OpcNodeId id, OpcText 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 transition variable node can be accessed.

`id` `OpcNodeId`

The `OpcNodeId` through that the new transition variable node can be identified and accessed.

`value` `OpcText`

The initial value of the new transition variable node.

OpcTransitionVariableNode(IOpcNode, OpcName, OpcText)

Initializes a new instance of the `OpcTransitionVariableNode` class accessible by the `name` specified with the initial value defined by `value` as a child node of the `parent` node given.

C#

```
public OpcTransitionVariableNode(IOpcNode parent, OpcName name, OpcText 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 transition variable node can be accessed.

`value` `OpcText`

The initial value of the new transition variable node.

OpcTransitionVariableNode(OpcName)

Initializes a new instance of the [OpcTransitionVariableNode](#) class accessible by the **name** specified.

C#

```
public OpcTransitionVariableNode(OpcName name)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new transition variable node can be accessed.

OpcTransitionVariableNode(OpcName, OpcNodeId)

Initializes a new instance of the [OpcTransitionVariableNode](#) class accessible by the **name** and **id** specified.

C#

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

Parameters

name [OpcName](#)

The [OpcName](#) through that the new transition variable node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new transition variable node can be identified and accessed.

OpcTransitionVariableNode(OpcName, OpcNodeId, OpcText)

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

C#

```
public OpcTransitionVariableNode(OpcName name, OpcNodeId id, OpcText value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new transition variable node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new transition variable node can be identified and accessed.

value [OpcText](#)

The initial value of the new transition variable node.

OpcTransitionVariableNode(OpcName, OpcText)

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

C#

```
public OpcTransitionVariableNode(OpcName name, OpcText value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new transition variable node can be accessed.

value [OpcText](#)

The initial value of the new transition variable node.

Properties

DefaultTypeDefinitionId

Gets the default identifier which identifies the node that defines the underlying node type from that this [OpcInstanceNode](#) has been created.

C#

```
protected override OpcNodeId DefaultTypeDefinitionId { get; }
```

Property Value

[OpcNodeId](#)

The [OpcNodeId](#) of the type node from that this [OpcInstanceNode](#) has been created from. These type node defines the typical structure of an instance node of its type definition. If there exists no specific type definition node a null reference (Nothing in Visual Basic).

EffectiveTransitionTime

Gets or sets a value which specifies the time when the current state or one of its substates was entered.

C#

```
public DateTime EffectiveTransitionTime { get; set; }
```

Property Value

DateTime

The effective [DateTime](#) of the time the transition has been performed.

Remarks

If, for example, a StateA is active and – while active – switches several times between its substates SubA and SubB, then the [TransitionTime](#) stays at the point in time where StateA became active whereas the [EffectiveTransitionTime](#) changes with each change of a substate.

EffectiveTransitionTimeNode

Gets the [OpcPropertyNode`1](#) of the [EffectiveTransitionTime](#) property.

C#

```
public OpcPropertyNode<DateTime> EffectiveTransitionTimeNode { get; }
```

Property Value

[OpcPropertyNode<DateTime>](#)

An instance of the [OpcPropertyNode`1](#) class.

Number

Gets or sets a numeric identifier which identifies the transition within the state machine.

C#

```
[CLSCompliant(false)]  
public uint Number { get; set; }
```

Property Value

[UInt32](#)

The identifier of the transition within the state machine.

NumberNode

Gets the [OpcPropertyNode`1](#) of the [Number](#) property.

C#

```
public OpcPropertyNode<uint> NumberNode { get; }
```

Property Value

[OpcPropertyNode<UInt32>](#)

An instance of the [OpcPropertyNode`1](#) class.

TransitionTime

Gets or sets a value which specifies when the transition occurred.

C#

```
public DateTime TransitionTime { get; set; }
```

Property Value

[DateTime](#)

The [DateTime](#) of the time the transition has occurred.

TransitionTimeNode

Gets the [OpcPropertyNode`1](#) of the [TransitionTime](#) property.

C#

```
public OpcPropertyNode<DateTime> TransitionTimeNode { get; }
```

Property Value

[OpcPropertyNode<DateTime>](#)

An instance of the [OpcPropertyNode`1](#) class.

VariableId

Gets or sets a value which uniquely identifies the transition within the state machine.

C#

```
public object VariableId { get; set; }
```

Property Value

[Object](#)

A value which uniquely identifies the transition within the state machine.

VariableIdNode

Gets the [OpcPropertyNode](#) of the [VariableId](#) property.

C#

```
public OpcPropertyNode VariableIdNode { get; protected set; }
```

Property Value

OpcPropertyNode

An instance of the [OpcPropertyNode](#) class.

VariableName

Gets or sets the name which uniquely identifies the transition within the state machine.

C#

```
public OpcName VariableName { get; set; }
```

Property Value

OpcName

The [OpcName](#) which uniquely identifies the transition within the state machine.

VariableNameNode

Gets the [OpcNamePropertyNode](#) of the [VariableName](#) property.

C#

```
public OpcNamePropertyNode VariableNameNode { get; }
```

Property Value

OpcNamePropertyNode

An instance of the [OpcNamePropertyNode](#) class.

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