

OpcTypeNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the abstract base class of all type nodes.

C#

```
public abstract class OpcTypeNode : OpcNode, IOpcNode, IOpcNodeInfo
```

Inheritance [Object](#) > [OpcNode](#) > OpcTypeNode

Derived

- [OpcDataTypeNode](#)

Implements [IOpcNode](#), [IOpcNodeInfo](#)

Events

| Name | Description |
|------------------------------------|--|
| AfterApplyChanges | Occurs after one or more changes on the node has been notified. (Inherited from OpcNode) |
| BeforeApplyChanges | Occurs before one or more changes on the node are notified. (Inherited from OpcNode) |

Properties

| Name | Description |
|------------------------------|---|
| Category | Gets the NodeCategoryOpcAttribute which identifies the kind of node and is therefore used to classify the node regarding its use and purpose. (Inherited from OpcNode) |
| Description | Gets or sets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node. (Inherited from OpcNode) |
| Descriptions | Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the Description attribute of the current node. (Inherited from OpcNode) |
| DisplayName | Gets or sets the value of the DisplayNameOpcAttribute which defines the localizable name of the node. (Inherited from OpcNode) |
| DisplayNames | Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the DisplayName attribute of the current node. (Inherited from OpcNode) |

| Name | Description |
|------------------------------|---|
| HasPendingChanges | Gets a value indicating whether there exists any pending change on the node. (Inherited from OpcNode) |
| Id | Gets the value of the NodeIdOpcAttribute which unambiguously identifies the node. (Inherited from OpcNode) |
| IsAbstract | Gets or sets a value indicating whether the OpcTypeNode is abstract and must be overridden. |
| Name | Gets or sets the value of the BrowseNameOpcAttribute which defines the non-localizable human-readable name used when browsing the address space. (Inherited from OpcNode) |
| Namespace | (Inherited from OpcNode) |
| Parent | Gets the parent node of the node. (Inherited from OpcNode) |
| PendingChanges | Gets a value indicating the most recent changes performed on the node since their last notification. (Inherited from OpcNode) |
| QueryEventsCallback | Gets or sets a callback used to query any event information which belongs to the node. (Inherited from OpcNode) |
| ReadDescriptionCallback | (Inherited from OpcNode) |
| ReadDisplayNameCallback | (Inherited from OpcNode) |
| ReadUserWriteAccessCallback | (Inherited from OpcNode) |
| ReadWriteAccessCallback | (Inherited from OpcNode) |
| SuperTypeId | Gets or sets the identifier of the OpcTypeNode which represents the super type of the type represented by this OpcTypeNode . |
| SymbolicName | (Inherited from OpcNode) |
| Tag | Gets or sets the object that contains additional user data about the node. (Inherited from OpcNode) |
| UserWriteAccess | Gets or sets the value of the optional UserWriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node taking user access rights into account. (Inherited from OpcNode) |
| WriteAccess | Gets or sets the value of the optional WriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node. (Inherited from OpcNode) |
| WriteDescriptionCallback | (Inherited from OpcNode) |
| WriteDisplayNameCallback | (Inherited from OpcNode) |
| WriteUserWriteAccessCallback | (Inherited from OpcNode) |
| WriteWriteAccessCallback | (Inherited from OpcNode) |

Methods

| Name | Description |
|--|--|
| AddNotifier(OpcContext , IOpcNode) | (Inherited from OpcNode) |
| ApplyChanges(OpcContext) | Notifies about changes performed on the node since the last notification and resets the pending changes to None . (Inherited from OpcNode) |

| Name | Description |
|--|---|
| ApplyChanges(OpcContext, Boolean) | Notifies about changes performed on the node (and optionally on its children) since the last notification and resets the pending changes to None . (Inherited from OpcNode) |
| AttributeValue(OpcAttribute) | Retrieves the value of the attribute specified. (Inherited from OpcNode) |
| AttributeValue`1(OpcAttribute) | Retrieves the value of the attribute specified. (Inherited from OpcNode) |
| Child(OpcContext, OpcName) | Retrieves the child node its Name property matches exactly the name specified. (Inherited from OpcNode) |
| Children(OpcContext) | Retrieves a sequence of all nodes organized as children of this node. (Inherited from OpcNode) |
| InitializeDefaults | Initializes the default values used by the node implementation represented / required. (Inherited from OpcNode) |
| IsChangePending(OpcNodeChanges) | (Inherited from OpcNode) |
| OnAfterApplyChanges(OpcNodeChangesEventArgs) | Raises the AfterApplyChanges event using the event data specified. (Inherited from OpcNode) |
| OnBeforeApplyChanges(OpcNodeChangesEventArgs) | Raises the BeforeApplyChanges event using the event data specified. (Inherited from OpcNode) |
| QueryEventsCore(OpcNodeContext, OpcEventCollection) | (Inherited from OpcNode) |
| ReadAttributeValueCore`1(OpcReadAttributeValueContext, OpcAttribute) | (Inherited from OpcNode) |
| RemoveNotifier(OpcContext, IOpcNode) | (Inherited from OpcNode) |
| ReportEvent(OpcContext, OpcEvent) | (Inherited from OpcNode) |
| UpdateChanges(OpcContext, OpcNodeChanges) | Notifies about the changes on behalf of the node and removes pending changes which intersect with the changes specified. (Inherited from OpcNode) |
| UpdateChanges(OpcContext, OpcNodeChanges, Boolean) | Notifies about the changes on behalf of the node (and optionally on its children) and removes pending changes which intersect with the changes specified. (Inherited from OpcNode) |
| WriteAttributeValueCore`1(OpcWriteAttributeValueContext, OpcAttribute) | (Inherited from OpcNode) |

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