OpcTypeResolveEventArgs Members

Namespace: Opc.UaFx
Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll
The OpcTypeResolveEventArgs type exposes the following members.

Constructors

OpcTypeResolveEventArgs(OpcNodeId)

Initializes a new instance of the OpcTypeResolveEventArgs using the `typeId` of the Type to resolve.

C#

```
public OpcTypeResolveEventArgs(OpcNodeId typeId)
```

Parameters

`typeId` OpcNodeId

The OpcNodeId of the Type to resolve.

Exceptions

ArgumentNullException

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

OpcTypeResolveEventArgs(OpcNodeId, OpcEncoding)

Initializes a new instance of the OpcTypeResolveEventArgs using the `typeId` and `encoding` of the Type to resolve.

C#

```
public OpcTypeResolveEventArgs(OpcNodeId typeId, OpcEncoding encoding)
```

Parameters

`typeId` OpcNodeId

The OpcNodeId of the Type to resolve.

`encoding` OpcEncoding

The OpcEncoding the Type to resolve have to support.

Exceptions

ArgumentNullException

The `typeId` or `encoding` is a null reference (Nothing in Visual Basic).

Properties

Encoding

Gets the encoding which is to be supported by the Type to resolve.

C#

```
public OpcEncoding Encoding { get; }
```

Property Value

OpcEncoding

An instance of the OpcEncoding, if the kind of encoding is relevant or a null reference (Nothing in Visual Basic) if the Type to resolve does have to support a specific encoding.

ResolvedType

Gets or sets the Type which has been resolved by one of the event handlers using the TypeId and Encoding specified.

C#

```
public Type ResolvedType { get; set; }
```

Property Value

Type

An instance of the Type class which has been resolved using the type metadata specified (TypeId and Encoding) or a null reference (Nothing in Visual Basic) in case there not yet a Type could be resolved by one of the event handlers registered.

Remarks

The event which uses the OpcTypeResolveEventArgs passes the event data to the event handlers in the order in which they have been registered in the invocation list of the event. As long ResolvedType is a null reference (Nothing in Visual Basic). Subsequent registered event handlers are not invoked as soon ResolvedType is not a null reference (Nothing in Visual Basic).

TypeId

Gets the identifier of the Type to resolve.

C#

```
public OpcNodeId TypeId { get; }
```

Property Value

OpcNodeId

An instance of the OpcNodeId which identifies the Type to resolve.

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