

OpcWriteVariableValueContext<T> Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Provides variable node sensitive information and services about the system which belong to the current situation (process, thread, session, variable node, etc.) used for writing the value of a variable node.

C#

```
public class OpcWriteVariableValueContext<T> : OpcWriteAttributeValueContext<T>,
    INamespaceResolver where T : OpcVariableNode
```

Inheritance [Object](#) > [OpcContext](#) > [OpcNodeContext<T>](#) > [OpcWriteAttributeValueContext<T>](#) > [OpcWriteVariableValueContext<T>](#)

Derived

- [OpcWritePropertyValueContext`1](#)
- [OpcWriteVariableValueContext](#)

Implements [INamespaceResolver](#)

Properties

Name	Description
Empty	Gets an empty OpcContext which can be used in cases there a session nor system specific context is not necessarily required. (Inherited from OpcContext)
Identity	Gets the OpcUserIdentity which belongs to the situation represented. (Inherited from OpcContext)
Namespaces	Gets a read-only collection of namespaces valid in the current OpcContext . (Inherited from OpcContext)
NodeIdFactory	Gets the OpcNodeIdFactory used to create new node identifiers using this context. (Inherited from OpcContext)
Owner	Gets the owner of the current OpcContext . (Inherited from OpcContext)
PreferredLocales	Gets a collection of preferred locales (see CultureInfo.Name) to use to localize data and information. (Inherited from OpcContext)
Range	Gets the NumericRange of the variable value to write.
SessionId	Gets the session identifier which identifies the session within that the context has been created and is valid. (Inherited from OpcContext)

Table of Contents

Properties	1
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