

# OpcNodeHistorian Class

**Namespace:** Opc.UaFx.Server

**Assemblies:** Opc.UaFx.Advanced.dll

**C#**

```
public class OpcNodeHistorian : IOpcNodeHistoryProvider
```

**Inheritance** [Object](#) › OpcNodeHistorian

**Implements** [IOpcNodeHistoryProvider](#)

## Constructors

Name	Description
<a href="#">OpcNodeHistorian(OpcNodeManager, OpcVariableNode)</a>	
<a href="#">OpcNodeHistorian(OpcNodeManager, OpcVariableNode, Int32)</a>	
<a href="#">OpcNodeHistorian(OpcNodeManager, OpcVariableNode, Int32, Int32)</a>	

## Properties

Name	Description
<a href="#">AutoUpdateHistory</a>	
<a href="#">History</a>	
<a href="#">ModifiedHistory</a>	
<a href="#">Node</a>	
<a href="#">Owner</a>	
<a href="#">SyncRoot</a>	

## Methods

Name	Description
<a href="#">CreateHistory(OpcContext, OpcHistoryModificationInfo, OpcValueCollection)</a>	
<a href="#">DeleteHistory(OpcContext, OpcHistoryModificationInfo, IEnumerable)</a>	
<a href="#">DeleteHistory(OpcContext, OpcHistoryModificationInfo, Nullable, Nullable, OpcDeleteHistoryOptions)</a>	
<a href="#">DeleteHistory(OpcContext, OpcHistoryModificationInfo, OpcValueCollection)</a>	
<a href="#">ReadHistory(OpcContext, Nullable, Nullable, OpcReadHistoryOptions)</a>	
<a href="#">ReplaceHistory(OpcContext, OpcHistoryModificationInfo, OpcValueCollection)</a>	
<a href="#">UpdateHistory(OpcContext, OpcHistoryModificationInfo, OpcValueCollection)</a>	



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