

OpcNodeHistory<T> Class

Namespace: Opc.UaFx.Server

Assemblies: Opc.UaFx.Advanced.dll

C#

```
public class OpcNodeHistory<T> : IEnumerable<T>, IEnumerable where T : OpcHistoryValue
```

Inheritance [Object](#) › OpcNodeHistory<T>

Implements [IEnumerable<T>](#), [IEnumerable](#)

Constructors

Name	Description
OpcNodeHistory`1	
OpcNodeHistory`1(IEnumerable)	
OpcNodeHistory`1(Int32)	
OpcNodeHistory`1(Int32, IEnumerable)	
OpcNodeHistory`1(Int32,)	
OpcNodeHistory`1()	

Events

Name	Description
Added	
Removed	
Replaced	

Properties

Name	Description
Capacity	
Count	
EnableRaisingEvents	
EndTime	
Item(DateTime)	
Item(Int32)	
StartTime	

Methods

Name	Description
Add()	

Name	Description
AddRange(IEnumerable)	
AddRange()	
Clear	
Contains(DateTime)	
Contains()	
Enumerate	
Enumerate(Nullable)	
Enumerate(Nullable, Nullable)	
GetEnumerator	
OnAdded(OpcNodeHistoryEventArgs)	
OnRemoved(OpcNodeHistoryEventArgs)	
OnReplaced(OpcNodeHistoryEventArgs)	
Remove()	
RemoveAt(DateTime)	
RemoveAt(DateTime)	
RemoveAt(IEnumerable)	
RemoveAt(Int32)	
RemoveRange(Nullable)	
RemoveRange(Nullable, Nullable)	
Replace()	

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