

# PlcDataNode Class

**Namespace:** IPS7Lnk.Advanced

**Assemblies:** IPS7LnkNet.Advanced.dll

Provides an abstract base class to represent information about a single PLC data node to operate on.

**C#**

```
public abstract class PlcDataNode : IPlcStatusProvider, ISupportInitialize
```

**Inheritance** [Object](#) > [PlcDataNode](#)

## Derived

- [PlcObjectNode](#)
- [PlcTypeNode](#)
- [PlcValueNode](#)

**Implements** [IPlcStatusProvider](#), [ISupportInitialize](#)

## Constructors

Name	Description
<a href="#">PlcDataNode</a>	Initializes a new instance of the <a href="#">PlcDataNode</a> class.

## Properties

Name	Description
<a href="#">CanRead</a>	Gets a value indicating whether the <a href="#">Value</a> property is granted to be read from the PLC.
<a href="#">CanWrite</a>	Gets a value indicating whether the <a href="#">Value</a> property is granted to be written to the PLC.
<a href="#">HasNodes</a>	Gets a value indicating whether the <a href="#">Nodes</a> property is set to an instance of the <a href="#">PlcDataNodeCollection</a> class and whether the instance does contain any items.
<a href="#">HasSources</a>	Gets a value indicating whether the <a href="#">Sources</a> property is set to an instance of the <a href="#">PlcDataNodeSourceCollection</a> class and whether the instance does contain any items.
<a href="#">HasStatus</a>	Gets a value indicating whether the <a href="#">Status</a> property is set to an instance of the <a href="#">PlcStatus</a> class.
<a href="#">Nodes</a>	Gets a collection of <a href="#">PlcDataNode</a> objects relating to this node.
<a href="#">Parent</a>	Gets or sets the reference to logical parent node of the node.
<a href="#">Sources</a>	Gets the source objects of the node.
<a href="#">Status</a>	Gets the most recent outcome of the performed operation using this node.
<a href="#">Type</a>	Gets the <a href="#">PlcType</a> of the data represented by the node.
<a href="#">Value</a>	Gets or sets the value associated with the <a href="#">Type</a> .

# Methods

Name	Description
BeginInit	Signals the object that initialization is starting.
EndInit	Signals the object that initialization is complete.

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