

Constructors

Name	Description
<code>ByteString(Byte)</code>	Initializes a new <code>ByteString</code> from the <code>value</code> specified.

Properties

Name	Description
<code>Item(Int32)</code>	Gets the <code>Byte</code> at the specified index.
<code>Length</code>	Gets the total number of elements in all the dimensions of the <code>ByteString</code> .

Methods

Name	Description
<code>CompareTo(ByteString)</code>	Compares the current <code>ByteString</code> with another <code>ByteString</code> .
<code>CompareTo(Object)</code>	Compares the current <code>ByteString</code> with the <code>other</code> .
<code>Equals(ByteString)</code>	Determines whether the specified <code>other</code> is equal to this <code>ByteString</code> .
<code>Equals(Object)</code>	Determines whether the specified <code>other</code> is equal to this <code>ByteString</code> .
<code>GetHashCode</code>	Retrieves a hash code for this <code>ByteString</code> .
<code>Parse(String)</code>	Converts the specified hex encoded byte array to its <code>ByteString</code> equivalent.
<code>ToArray</code>	
<code>ToString</code>	Converts the value of this instance to its equivalent hex encoded string representation.
<code>TryParse(String, ByteString@)</code>	Tries to convert the specified hex encoded byte array to its <code>ByteString</code> equivalent. A return value indicates whether the conversion succeeded or failed.

Operators

Name	Description
<code>op_Equality(ByteString, ByteString)</code>	Returns a value indicating whether two values of <code>ByteString</code> are equal.
<code>op_Explicit(Byte)[]</code>	Converts a <code>ByteString</code> to a <code>Byte</code> array.
<code>op_GreaterThan(ByteString, ByteString)</code>	Determines whether the first specified <code>ByteString</code> value is greater than the second specified <code>ByteString</code> value.
<code>op_GreaterThanOrEqual(ByteString, ByteString)</code>	Determines whether the first specified <code>ByteString</code> value is greater than or equal to the second specified <code>ByteString</code> value.
<code>op_Implicit(UaFx.ByteString)</code>	Converts a <code>Byte</code> to a <code>ByteString</code> value.
<code>op_Implicit(UaFx.ByteString)</code>	Converts a <code>Byte</code> array to a <code>ByteString</code> value.
<code>op_Inequality(ByteString, ByteString)</code>	Returns a value indicating whether two values of <code>ByteString</code> are not equal.
<code>op_LessThan(ByteString, ByteString)</code>	Determines whether the first specified <code>ByteString</code> value is less than the second specified <code>ByteString</code> value.
<code>op_LessThanOrEqual(ByteString, ByteString)</code>	Determines whether the first specified <code>ByteString</code> value is less than or equal to the second <code>ByteString</code> value.

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