

OpcClientSecurity Members

Namespace: Opc.UaFx.Client

Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll

The [OpcClientSecurity](#) type exposes the following members.

Properties

AutoUpgradeEndpointPolicy

Gets or sets a value indicating whether the client have to select an endpoint which uses at least the policy configured by the [EndpointPolicy](#) and in case there such an endpoint is missing the endpoint with the next best policy is to be used instead.

C#

```
public bool AutoUpgradeEndpointPolicy { get; set; }
```

Property Value

[Boolean](#)

The value true if the client shall automatically upgrade the [EndpointPolicy](#) configured to the next best policy in case non of the offered endpoints supports exactly the policy expected; otherwise the value false.

EndpointPolicy

Gets or sets the policy configuration of the endpoint of the server to connect to.

C#

```
public OpcSecurityPolicy EndpointPolicy { get; set; }
```

Property Value

[OpcSecurityPolicy](#)

An instance of the [OpcSecurityPolicy](#) class which defines the different policy characteristics an endpoint have to use to that the client will connect. Only in case there is an explicit [OpcSecurityPolicy](#) instance defined the client will only connect to such an endpoint. In case there this property is set to a null reference (Nothing in Visual Basic) the automatic endpoint selection will be used. This means that the endpoint will be selected using the properties [UseOnlySecureEndpoints](#) and [UseHighLevelEndpoint](#). In case there this property is set to a concrete endpoint policy configuration the client will select the first endpoint which exactly matches the endpoint policy configuration defined by this property. The default value of this property is a null reference (Nothing in Visual Basic).

UseHighLevelEndpoint

Gets or sets a value indicating whether the client have to select an endpoint which uses the highest policy level available ([Level](#)).

C#

```
public bool UseHighLevelEndpoint { get; set; }
```

Property Value

Boolean

The value true if the client have to automatically select the endpoint its [Policy](#) defines the highest policy level (see [Level](#)) of all endpoints provided; otherwise the value false (the default value is false).

Remarks

The value of this property will only take affect in case there is not an explicit endpoint policy defined by [EndpointPolicy](#). Only in case there the [EndpointPolicy](#) property defines no explicit endpoint policy - the property value is a null reference (Nothing in Visual Basic) - then the value of this property is respected.

In case there the value of this property is set to true (= OPC UA default behavior), the policy level of the servers endpoints decides about the endpoint selection. This means that the client will select the endpoint with the highest policy level.

UseOnlySecureEndpoints

Gets or sets a value indicating whether the client have to select an endpoint which uses a different [OpcSecurityMode](#) than [None](#).

C#

```
public bool UseOnlySecureEndpoints { get; set; }
```

Property Value

Boolean

The value true if the client have to respect endpoints which using no security (= security mode is equals [None](#)); otherwise the value false (the default value is false).

Remarks

The value of this property will only take affect in case there is not an explicit endpoint policy defined by [EndpointPolicy](#). Only in case there the [EndpointPolicy](#) property defines no explicit endpoint policy - the property value is a null reference (Nothing in Visual Basic) - then the value of this property is respected.

In case there the value of this property is set to true, there is no guarantee that the client will select an endpoint with no security. This property just indicates whether endpoints (independent from their policy level) with no security have to be also taken into consideration.

UserIdentity

Gets or sets the identity to use to authenticate the client sessions against the server.

C#

```
public OpcUserIdentity UserIdentity { get; set; }
```

Property Value

OpcUserIdentity

An instance of one of the [OpcUserIdentity](#) derivatives defining the credentials to use to authenticate the client sessions against the server or a null reference (Nothing in Visual Basic) in case there an anonymous identity is to be used by the server to authenticate the client sessions.

Remarks

Only in case there the server supports an user token policy for anonymous user access (the 'Opc.UaFx.Server.OpcAnonymousAcl' is to be enabled) this property can be left with a null reference (Nothing in Visual Basic); otherwise there is a concrete instance of one of the [OpcUserIdentity](#) derivatives required.

The following derivatives can be used to define an user identity: - [OpcClientIdentity](#) Defines an identity using an user name and a password as the credentials to use to authenticate against the server. This will only work in case there the server supports an username user token policy for user name for user name and password authentication (the 'Opc.UaFx.Server.OpcUserNameAcl' is to be enabled). - [OpcCertificateIdentity](#) Defines an identity using certificate data as the credentials to use to authenticate against the server. This will only work in case there the server supports an certificate user token policy for certificate based authentication. (the 'Opc.UaFx.Server.OpcCertificateAcl' is to be enabled).

VerifyServersCertificateDomains

Gets or sets a value indicating whether the client have to verify the domain names referenced in the servers certificate.

C#

```
public bool VerifyServersCertificateDomains { get; set; }
```

Property Value

Boolean

The value true if the servers certificate domain names have to be verified on their existence; otherwise the value false (the default value is false).

Remarks

In case there this option is set to true, the client will investigate the domain names of the servers certificate. In case there is one of the domain names unknown and can't be resolved the client will refuse to establish a connection to the server.

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