

OpcFileInfo Class

Namespace: Opc.UaFx.Client

Assemblies: Opc.UaFx.Advanced.dll

Provides properties and instance methods for the opening of files and aids in the creation of [OpcFileStream](#) objects.

C#

```
public sealed class OpcFileInfo
```

Inheritance [Object](#) > OpcFileInfo

Constructors

Name	Description
OpcFileInfo(OpcClient, OpcNodeId)	Initializes a new instance of the OpcFileInfo class, which acts as a wrapper for the file node identified by the fileNodeId and accessed using the client specified.
OpcFileInfo(OpcFileNodeContext)	Initializes a new instance of the OpcFileInfo class, which acts as a wrapper for the file node identified by the context specified.

Properties

Name	Description
CanUserWrite	Gets a value indicating whether the file is writable taking user access rights into account.
CanWrite	Gets a value indicating whether the file is writable.
Context	Gets the OpcFileNodeContext used to wrap and access the file node its information is to be provided by the OpcFileInfo .
Exists	Gets a value indicating whether the file node represented exists.
Length	Gets the size, in bytes, of the current file represented by the file node described.
MimeType	Gets the media type of the current file represented by the file node described.
Name	Gets the name of the file node described.

Methods

Name	Description
AppendText	Creates a StreamWriter that appends text to the file represented by this instance of the OpcFileInfo .
Open(OpcFileMode)	Opens a file in the specified mode .
OpenRead	Creates a read-only OpcFileStream .
OpenText	Creates a StreamReader with UTF8 encoding.
OpenWrite	Creates a write-only OpcFileStream .
Refresh	Refreshes the state and information of the OpcFileInfo object.
ToString	Returns the OpcNodeId or the Value of the file node described.

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