OpcNodeStream Class

Namespace: Opc.UaFx.Client
Assemblies: Opc.UaFx.Advanced.dll

Provides a Stream for a binary variable node.

C#

```
public class OpcNodeStream : Stream, IDisposable
```

Inheritance Object › MarshalByRefObject › Stream › OpcNodeStream

Implements IDisposable

Constructors

Name	Description
OpcNodeStream(OpcClient, OpcNodeId)	Initializes a new instance of the OpcNodeStream class using the specified `client` and `nodeId`.
OpcNodeStream(OpcNodeAccessContext)	Initializes a new instance of the OpcNodeStream class using the specified `context`.
OpcNodeStream(OpcVariableNodeInfo)	Initializes a new instance of the OpcNodeStream class using the specified `node`.

Properties

Name	Description
CanRead	Gets a value indicating whether the current stream supports reading.
CanSeek	Gets a value indicating whether the current stream supports seeking.
CanWrite	Gets a value indicating whether the current stream supports writing.
Length	Gets the length in bytes of the stream.
Node	
Position	Gets or sets the position within the current stream.

Methods

Name	Description
Close	Closes the current stream and releases any resources associated with the current stream. Instead of calling this method, ensure that the stream is properly disposed.
Flush	Clears all buffers for this stream and causes any buffered data to be written to the underlying device.
Read(Byte, Int32, Int32)	Reads a sequence of bytes from the current stream and advances the position within the stream by the number of bytes read.
Seek(Int64, SeekOrigin)	Sets the position within the current stream.
SetLength(Int64)	Sets the length of the current stream.

Name	Description
Write(Byte, Int32, Int32)	Writes a sequence of bytes to the current stream and advances the current position within this stream by the number of bytes written.

Table of Contents

Constructors 1
Properties 1
Methods 1