

OpcAddressScope Enum

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the different address scopes to use when binding a socket to a network interface.

C#

```
[Flags]
public enum OpcAddressScope : byte
```

Inheritance [Object](#) > [ValueType](#) > [Enum](#) > OpcAddressScope

Attributes [FlagsAttribute](#)

Fields

Name	Value	Description
IPv4	1	All IPv4 addresses are bound by the Sockets.Socket instance used. This means that the IPAddress.IPAddress.Any is used for the IPEndPoint the Sockets.Socket is bound to.
IPv6	2	All IPv6 addresses are bound by the Sockets.Socket instance used. This means that the IPAddress.IPAddress.IPv6Any is used for the IPEndPoint the Sockets.Socket is bound to.
IPvX	3	All IPv4 and IPv6 addresses are bound by Sockets.Socket instances. This member combines IPv4 and IPv6 .

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