

# OpcByteOrder Enum

**Namespace:** Opc.UaFx

**Assemblies:** Opc.UaFx.Advanced.dll

Specifies the byte order of a stream.

**C#**

```
public enum OpcByteOrder
```

**Inheritance** [Object](#) > [ValueType](#) > [Enum](#) > OpcByteOrder

## Fields

| Name         | Value | Description                                                  |
|--------------|-------|--------------------------------------------------------------|
| BigEndian    | 0     | The most significant byte (highest address) is stored first. |
| LittleEndian | 1     | The least significant byte (lowest address) is stored first. |



# Table of Contents

|                     |   |
|---------------------|---|
| <b>Fields</b> ..... | 1 |
|---------------------|---|