

OpcDataTypeMemberOffsetAttribute Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Declares a field or property of a custom data type, to that the member belongs on that this attribute is applied, with an absolute zero-based start-offset within the stream of its custom data type. Using the [Offset](#) specified means, that the members data starts at the byte specified by [Offset](#). All preceding bytes are skipped; if not read for a prior member. When writing a member with a specific [Offset](#) all preceding bytes are written using zeros; if not written using a prior member. If this attribute is not defined, the first member is read and written using zero as its offset.

C#

```
[AttributeUsage(AttributeTargets.Property | AttributeTargets.Field, AllowMultiple = false,
Inherited = false)]
public class OpcDataTypeMemberOffsetAttribute : Attribute, _Attribute
```

Inheritance [Object](#) > [Attribute](#) > OpcDataTypeMemberOffsetAttribute

Attributes [AttributeUsageAttribute](#)

Implements [InteropServices._Attribute](#)

Constructors

Name	Description
OpcDataTypeMemberOffsetAttribute(Int32)	Initializes a new instance of the OpcDataTypeMemberOffsetAttribute class using the offset value specified.

Properties

Name	Description
Offset	Gets the position of the first byte which introduces the data of the member.

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