

OpcEncodingMaskKind Enum

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Controls the definition and use of the 'EncodingMask' required in types with optional members.

C#

```
public enum OpcEncodingMaskKind
```

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

Fields

Name	Value	Description
Sequential	0	The 'EncodingMask' is manually defined as a single member. Any subsequent optional member can refer to a single bit in the 'EncodingMask' member using the OpcDataTypeMemberSwitchAttribute attribute using the OpcDataTypeMemberSwitchAttribute(Int32) constructor to refer to a bit in the 'EncodingMask' member or directly referencing the 'EncodingMask' member by its name using the OpcDataTypeMemberSwitchAttribute(String) constructor.
Explicit	1	The 'EncodingMask' needs to be splitted into multiple members using the value type Boolean . All members representing bits in the encoding mask need to be defined BEFORE any other member. Any subsequent optional members can refer to a single 'EncodingMask' member using the OpcDataTypeMemberSwitchAttribute attribute using the OpcDataTypeMemberSwitchAttribute(Int32) constructor to refer to the bit represented by the 'EncodingMask' member or directly referencing the 'EncodingMask' member by its name using the OpcDataTypeMemberSwitchAttribute(String) constructor.
Auto	2	The 'EncodingMask' is automatically constructed and evaluated using the number of optional members defined. Optional members are defined either using Nullable`1 as the type of a member or through applying the OpcDataTypeMemberSwitchAttribute attribute using the default constructor of the attribute or the OpcDataTypeMemberSwitchAttribute(Int32) constructor to define the bit which is responsible for the existence of the member. In case there the default constructor OpcDataTypeMemberSwitchAttribute is used the bit an optional member refers to is determined by using the next free bit in the 'EncodingMask' which is not referenced by any other optional member.

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