

# OpcEncodingOptions Members

**Namespace:** Opc.UaFx

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

The [OpcEncodingOptions](#) type exposes the following members.

## Constructors

### OpcEncodingOptions()

Initializes a new instance of the [OpcEncodingOptions](#) class.

**C#**

```
public OpcEncodingOptions()
```

## Properties

### MaxByteStringLength

Gets or sets a value used to limit the maximum number of characters used in a line to encode a byte string as a base64 encoded [String](#).

**C#**

```
public int? MaxByteStringLength { get; set; }
```

#### Property Value

[Nullable<Int32>](#)

The maximum number of characters used in a line or a null reference (Nothing in Visual Basic) if a byte string is to be encoded into a single line.

#### Remarks

Using a maximum number of character results into a multi-line encoded byte string.

### OmitDefaultValues

Gets or sets a value indicating whether values used by a specific type as its initial value (= default value) shall not encoded (= omitted).

**C#**

```
public bool OmitDefaultValues { get; set; }
```

## Property Value

### Boolean

The value true if default values are to be omitted; otherwise the value false. The default value is false.

## Remarks

The default value of integer values is zero, while the default value of a [Guid](#) is [Empty](#). For reference types the default value might be a type specific default value and a null reference (Nothing in Visual Basic).

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