

OpcFileInfo Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Provides a default implementation of the [IOpcFileInfo](#) interface representing a [FileInfo](#) for the use in OPC UA.

C#

```
public class OpcFileInfo : IOpcFileInfo
```

Inheritance [Object](#) > OpcFileInfo

Implements [IOpcFileInfo](#)

Constructors

Name	Description
OpcFileInfo(FileInfo)	Initializes a new instance of the OpcFileInfo class with the FileInfo to use as the underlyingFileInfo .
OpcFileInfo(String)	Initializes a new instance of the OpcFileInfo class with the filePath specified.

Properties

Name	Description
Exists	Gets a value indicating whether a file exists.
IsReadOnly	Gets or sets a value that determines if the current file is read only.
Length	Gets the size, in bytes, of the current file.
UnderlyingFileInfo	Gets the underlying FileInfo used by the current OpcFileInfo .

Methods

Name	Description
GetMimeType	Determines the internet media type (mime- or content-type) of the file.
Open(OpcFileMode)	Opens a file in the specified mode.
OpenCore(FileMode, FileAccess, FileShare)	Opens the underlying file info with the specified mode, access, and share.
Refresh	Refreshes the state of the object.

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