

OpcFileMode Enum

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the type of access and how the system should open an existing file.

C#

```
[Flags]
public enum OpcFileMode : byte
```

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

Attributes [FlagsAttribute](#)

Fields

Name	Value	Description
Read	1	Specifies that an existing file is to be opened for reading. Combine with Write for read/write access.
Write	2	Specifies that an existing file is to be opened for writing. Combine with Read for read/write access.
ReadWrite	3	Specifies that an existing file is to be opened for reading and writing.
EraseExisting	4	Specifies that an existing file is to be opened and its content is to be erased so that its size is zero bytes. This option requires the option Write .
Truncate	6	Specifies that an existing file is to be opened and its content is to be erased so that its size is zero bytes. This option combines the options EraseExisting and Write .
Append	8	Specifies that an existing file is to be opened at the end of the file; otherwise at the beginning of the file. Combine with Write to continue with write access. To continue with read access combine with Read , this requires to manually seek to a position before the end of the file before reading.
AppendRead	9	Specifies that an existing file is to be opened at the end of the file for reading. This options combines the options Append and Read . Combine with Write for read/write access. This requires to manually seek to a position before the end of the file before reading.
AppendWrite	10	Specifies that an existing file is to be opened at the end of the file for writing. This option combines the options Append and Write . Combine with Read for read/write access.

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