

OpcFileWriteMethodNode.FileWriteCallback Delegate

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Write is used to write a part of the file starting from the current file position. The file position is advanced by the number of bytes written.

C#

```
[CLSCompliant(false)]  
public delegate void FileWriteCallback([OpcArgument("FileHandle", Description = "The file  
handle associated with the file the data is to be written into.")] uint fileHandle,  
[OpcArgument("Data", Description = "The buffer containing the bytes to write.")] byte[]  
data);
```

Attributes [CLSCompliantAttribute](#)

Parameters

fileHandle [UInt32](#)

A file handle indicating the access request and thus indirectly the position inside the file.

data [Byte\[\]](#)

Contains the data to be written at the position of the file. It is server-dependent whether the written data are persistently stored if the session is ended without calling the Close Method with the file handle.

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