

OpcFileWriteMethodNode.FileWriteEx Callback 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 FileWriteExCallback(OpcMethodContext context,  
[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

context [OpcMethodContext](#)

The [OpcMethodContext](#) to use when writing data to the file. This instance will be also updated with the outcome of the method call.

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.

Remarks

This method does provide the following [OpcResult](#) information: * [BadInvalidArgument](#)The file handle specified by **fileHandle** or the [SessionId](#) is not known. * [BadNotWritable](#)The file might be locked and thus not writable. This is also the case there neither 'CanWrite' nor 'CanUserWrite' grant write access. * [BadUnexpectedError](#)An unexpected error occurred while writing the file. * [BadInvalidState](#)The file was not opened for write access.

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