

OpcTransport Members

Namespace: Opc.UaFx

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

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

Fields

DefaultChannelLifetime

The default lifetime of a secure channel in milliseconds (10 minutes).

C#

```
public const int DefaultChannelLifetime = 600000
```

Field Value

[Int32](#)

DefaultMaxArrayLength

The default maximum length of an array encoded in a message body (64 KB).

C#

```
public const int DefaultMaxArrayLength = 65535
```

Field Value

[Int32](#)

DefaultMaxBufferSize

The default maximum size of the buffer to use when sending messages (64 KB).

C#

```
public const int DefaultMaxBufferSize = 65535
```

Field Value

[Int32](#)

DefaultMaxByteStringLength

The default maximum length of a byte string encoded in a message body (5 MB).

C#

```
public const int DefaultMaxByteStringLength = 5242880
```

Field Value

Int32

DefaultMaxMessageSize

The default maximum length of a message body in bytes (10 MB).

C#

```
public const int DefaultMaxMessageSize = 10485760
```

Field Value

Int32

DefaultMaxStringLength

The default maximum length of string encoded in a message body (64 KB).

C#

```
public const int DefaultMaxStringLength = 65535
```

Field Value

Int32

DefaultOperationTimeout

The default timeout to use when sending requests in milliseconds (2 minutes).

C#

```
public const int DefaultOperationTimeout = 120000
```

Field Value

Int32

DefaultSecurityTokenLifetime

The default lifetime of a security token in milliseconds (60 minutes).

C#

```
public const int DefaultSecurityTokenLifetime = 3600000
```

Field Value

Int32

Properties

ChannelLifetime

Gets or sets the lifetime of a secure channel in milliseconds.

C#

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

Property Value

Nullable<Int32>

A value indicating the lifetime of a secure channel in milliseconds. The default value is [DefaultChannelLifetime](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultChannelLifetime](#).

MaxArrayLength

Gets or sets the maximum length of an array encoded in a message body.

C#

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

Property Value

Nullable<Int32>

A value indicating the max length of an array. The default value is [DefaultMaxArrayLength](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultMaxArrayLength](#).

MaxBufferSize

Gets or sets the maximum size of the buffer to use when sending messages.

C#

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

Property Value

Nullable<Int32>

A value indicating the maximum size of the buffer to use when sending messages. The default value is [DefaultMaxBufferSize](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultMaxBufferSize](#).

MaxByteStringLength

Gets or sets the maximum length of a byte string encoded in a message body.

C#

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

Property Value

[Nullable<Int32>](#)

A value indicating the maximum length of a byte string encoded in a message body. The default value is [DefaultMaxByteStringLength](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultMaxByteStringLength](#).

MaxMessageSize

Gets or sets the maximum length of a message body in bytes.

C#

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

Property Value

[Nullable<Int32>](#)

A value indicating the maximum length of a message body in bytes. The default value is [DefaultMaxMessageSize](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultMaxMessageSize](#).

MaxStringLength

Gets or sets the maximum length of string encoded in a message body.

C#

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

Property Value

[Nullable<Int32>](#)

A value indicating the maximum length of string encoded in a message body. The default value is [DefaultMaxStringLength](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultMaxStringLength](#).

OperationTimeout

Gets or sets the default timeout to use when sending requests in milliseconds.

C#

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

Property Value

Nullable<Int32>

A value indicating the default timeout to use when sending requests in milliseconds. The default value is [DefaultOperationTimeout](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultOperationTimeout](#).

SecurityTokenLifetime

Gets or sets the lifetime of a security token in milliseconds.

C#

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

Property Value

Nullable<Int32>

A value indicating the lifetime of a security token in milliseconds. The default value is [DefaultSecurityTokenLifetime](#). Changing the value of this property to a null reference (Nothing in Visual Basic) will reset the value of this property to the [DefaultSecurityTokenLifetime](#).

Methods

Reset()

Restores the default values used for the transport setup.

C#

```
public void Reset()
```


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