

# TransferEventArgs.Buffer Property

Gets or sets an array of type Byte that is the location in memory to store data read from the RFC1006 communication

**Namespace:** [Rfc1006LibNet.Advanced.EventArgs](#)

**Assembly:** Rfc1006LibNet.Advanced (in Rfc1006LibNet.Advanced.dll) Version: 1.0.2.0 (1.0.5.3)

## Syntax

C#

```
public byte[] Buffer { get; set; }
```

## Property Value

Type: [Byte\[\]](#)

## See Also

### Reference

[TransferEventArgs Class](#)

[Rfc1006LibNet.Advanced.EventArgs Namespace](#)



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