SafeOpcFileHandle Class

Namespace: Opc.UaFx.Client
Assemblies: Opc.UaFx.Advanced.dll

Represents a wrapper class for a OPC UA file handle.

C#

```
public class SafeOpcFileHandle : SafeHandleZeroOrMinusOneIsInvalid, IDisposable
```

Inheritance Object › ConstrainedExecution.CriticalFinalizerObject › InteropServices.SafeHandle › SafeHandleZeroOrMinusOneIsInvalid › SafeOpcFileHandle

Implements IDisposable

Constructors

Name	Description
SafeOpcFileHandle(OpcFileNodeContext, UInt32)	Initializes a new instance of the SafeOpcFileHandle class using the specified `context` used to acquire the handle `value` passed.

Properties

Name	Description
Context	Gets the OpcFileNodeContext within that the stored handle has been acquired and will be released in case there the wrapper gets disposed of or closed.

Methods

Name	Description
ReleaseHandle	Executes the code required to free the handle.

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