

SafeOpcFileHandle Members

Namespace: Opc.UaFx.Client

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

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

Constructors

SafeOpcFileHandle(OpcFileNodeContext, UInt32)

Initializes a new instance of the [SafeOpcFileHandle](#) class using the specified **context** used to acquire the handle **value** passed.

C#

```
[CLSCompliant(false)]  
public SafeOpcFileHandle(OpcFileNodeContext context, uint value)
```

Parameters

context [OpcFileNodeContext](#)

The [OpcFileNodeContext](#) used to acquire the handle to wrap and which is to be used by the safe handle to release the handle.

value [UInt32](#)

The pre-existing handle to use.

Exceptions

[ArgumentNullException](#)

The **context** is a null reference (Nothing in Visual Basic).

Properties

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.

C#

```
public OpcFileNodeContext Context { get; }
```

Property Value

OpcFileNodeContext

An instance of the [OpcFileNodeContext](#) class.

Methods

ReleaseHandle()

Executes the code required to free the handle.

C#

```
protected override bool ReleaseHandle()
```

Returns

Boolean

The value true if the handle is released successfully; otherwise in the event of a catastrophic failure the value false. In this case, it generates a `releaseHandleFailed` MDA Managed Debugging Assistant.

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