

OpcEncodingMask Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the characteristics of the 'EncodingMask' of a type with optional members.

C#

```
public class OpcEncodingMask
```

Inheritance [Object](#) > OpcEncodingMask

Constructors

Name	Description
OpcEncodingMask(OpcEncodingMaskKind)	Initializes a new instance of the OpcEncodingMask class using the kind defined while the Size of the mask is determined depending on the OpcEncodingMaskKind specified.
OpcEncodingMask(OpcEncodingMaskKind, Int32)	Initializes a new instance of the OpcEncodingMask class using the kind and sizeInBits specified.

Properties

Name	Description
Default	Gets the default characteristics used to encode optional members of a type.
Kind	Gets a value which defines how the 'EncodingMask' of a type is used and an which way it is declared and used by the type to control the existence of its optional members.
Size	Gets the number of bytes to use for the 'EncodingMask'. Each bit in the bytes acquired by the 'EncodingMask' can be used to control the existence of optional members within a data stream.
SizeInBits	Gets the number of bits to use for the 'EncodingMask'. Each bit can be used to control the existence of optional members within a data stream.

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