

OpcEncodingMask Members

Namespace: Opc.UaFx

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

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

Constructors

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.

C#

```
public OpcEncodingMask(OpcEncodingMaskKind kind)
```

Parameters

[kind](#) [OpcEncodingMaskKind](#)

The [OpcEncodingMaskKind](#) value to use to control the definition and use of the 'EncodingMask'.

OpcEncodingMask(OpcEncodingMaskKind, Int32)

Initializes a new instance of the [OpcEncodingMask](#) class using the [kind](#) and [sizeInBits](#) specified.

C#

```
public OpcEncodingMask(OpcEncodingMaskKind kind, int sizeInBits)
```

Parameters

[kind](#) [OpcEncodingMaskKind](#)

The [OpcEncodingMaskKind](#) value to use to control the definition and use of the 'EncodingMask'.

[sizeInBits](#) [Int32](#)

The size in bits which have to be a multiple of eight. Each bit acquired by the 'EncodingMask' can be used by an optional member to control its existence within a data stream. In case there a value less than -1 is used the [SizeInBits](#) is set to -1 which results into the same [OpcEncodingMask](#) as [OpcEncodingMask\(OpcEncodingMaskKind\)](#) would be used.

Properties

Default

Gets the default characteristics used to encode optional members of a type.

C#

```
public static OpcEncodingMask Default { get; }
```

Property Value

[OpcEncodingMask](#)

An instance of the [OpcEncodingMask](#) class initialized with the default characteristics used to encode optional members.

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.

C#

```
public OpcEncodingMaskKind Kind { get; }
```

Property Value

[OpcEncodingMaskKind](#)

One of the members defined by the [OpcEncodingMaskKind](#) enumeration.

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.

C#

```
public int Size { get; }
```

Property Value

[Int32](#)

The number of bytes to use or -1 in case there the size of the 'EncodingMask' is determined depending on the [Kind](#).

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.

C#

```
public int SizeInBits { get; }
```

Property Value

Int32

The number of bits to use or -1 in case there the number of bits required by the 'EncodingMask' is determined depending on the [Kind](#).

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