

# OpcFileReadMethodNode.FileReadCallback Delegate

**Namespace:** Opc.UaFx

**Assemblies:** Opc.UaFx.Advanced.dll

Read is used to read a part of the file starting from the current file position. The file position is advanced by the number of bytes read.

## C#

```
[CLSCompliant(false)]  
public delegate byte[] FileReadCallback([OpcArgument("FileHandle", Description = "The file  
handle associated with the file to read.")] uint fileHandle, [OpcArgument("Length",  
Description = "The number of bytes to read.")] int length);
```

**Attributes** [CLSCompliantAttribute](#)

## Parameters

**fileHandle** [UInt32](#)

A file handle indicating the access request and thus indirectly the position inside the file.

**length** [Int32](#)

Defines the length in byte that should be returned in data, starting from the current position of the file handle. If the end of file is reached only all data till the end of the file are returned. If the specified length is longer than the maximum allowed message size of the communication, only those data fitting into the message size are returned. Only positive values are allowed.

## Returns

[Byte\[\]](#)

Contains the returned data of the file.



# Table of Contents