

OpcServerBinding Members

Namespace: Opc.UaFx.Server

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

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

Properties

Addresses

Gets a collection of [IPAddress](#) objects to use to bind to the according network interfaces.

C#

```
public IPAddressCollection Addresses { get; }
```

Property Value

[IPAddressCollection](#)

An instance of the [IPAddressCollection](#) class with the [IPAddress](#) objects identifying the network interfaces to bind to.

Remarks

In case there the collection is empty [IPAddress.Any](#) and/or [IPAddress.Ipv6Any](#) is used instead (see [AddressScope](#)).

AddressScope

Gets or sets the address scope the server is to be bound to.

C#

```
public OpcAddressScope AddressScope { get; set; }
```

Property Value

[OpcAddressScope](#)

One of the members defined by the [OpcAddressScope](#) enumeration. The default value is [IPvX](#).

Remarks

Using this property it is possible to define which [IPAddress](#) scope is bound to a [Sockets.Socket](#) instance used by the server. For more information about the supported scopes see [OpcAddressScope](#).

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