# OpcSession Members

**Namespace:** Opc.UaFx.Server
**Assemblies:** Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll
The OpcSession type exposes the following members.

# Properties

## Certificate

**C#**

```
public X509Certificate2 Certificate { get; }
```

**Property Value**

Cryptography.X509Certificates.X509Certificate2

## ConnectTime

**C#**

```
public DateTime ConnectTime { get; }
```

**Property Value**

DateTime

## Diagnostics

**C#**

```
public OpcSessionDiagnostics Diagnostics { get; }
```

**Property Value**

OpcSessionDiagnostics

## EndpointUrl

**C#**

```
public Uri EndpointUrl { get; }
```

**Property Value**

Uri

# Id

**C#**

```
public OpcNodeId Id { get; }
```

**Property Value**

OpcNodeId

# IsActive

**C#**

```
public bool IsActive { get; }
```

**Property Value**

Boolean

# IsExpired

**C#**

```
public bool IsExpired { get; }
```

**Property Value**

Boolean

# LastContactTime

**C#**

```
public DateTime LastContactTime { get; }
```

**Property Value**

DateTime

# Name

**C#**

```
public string Name { get; }
```

**Property Value**

String

# PreferredLocales

Gets a collection of preferred locales (see CultureInfo.Name) to use to localize data and information.

**C#**

```
public OpcLocaleCollection PreferredLocales { get; }
```

**Property Value**

OpcLocaleCollection

An instance of the OpcLocaleCollection class with CultureInfo.Names of the cultures to use to localize data and information for this OpcSession.

# ServerUri

**C#**

```
public Uri ServerUri { get; }
```

**Property Value**

Uri

# Socket

**C#**

```
public OpcSocketIdentity Socket { get; }
```

**Property Value**

OpcSocketIdentity

# SuppliedIdentity

**C#**

```
public OpcUserIdentity SuppliedIdentity { get; }
```

**Property Value**

OpcUserIdentity

# UsedIdentity

**C#**

```
public OpcUserIdentity UsedIdentity { get; }
```

**Property Value**

OpcUserIdentity

# Methods

## Close()

**C#**

```
public void Close()
```

## Dispose()

Releases all resources used by the OpcSession.

**C#**

```
public void Dispose()
```

## Dispose(Boolean)

Releases the unmanaged resources used by the OpcSession and optionally releases the managed resources.

**C#**

```
protected virtual void Dispose(bool disposing)
```

**Parameters**

`disposing` Boolean

The value true to release both managed and unmanaged resources; otherwise the value false to release only unmanaged resources.

# Operators

# Explicit(OpcSession to Session)

Converts a OpcSession to an Server.Session object.

**C#**

```
[CLSCompliant(false)]
public static explicit operator Session(OpcSession value)
```

# Implicit(Session to OpcSession)

Converts a Server.Session to an OpcSession object.

**C#**

```
[CLSCompliant(false)]
public static implicit operator OpcSession(Session value)
```

# Table of Contents

***Properties*** ..... 1
- Certificate ..... 1
- ConnectTime ..... 1
- Diagnostics ..... 1
- EndpointUrl ..... 1
- Id ..... 2
- IsActive ..... 2
- IsExpired ..... 2
- LastContactTime ..... 2
- Name ..... 2
- PreferredLocales ..... 3
- ServerUri ..... 3
- Socket ..... 3
- SuppliedIdentity ..... 3
- UsedIdentity ..... 4

***Methods*** ..... 4
- Close() ..... 4
- Dispose() ..... 4
- Dispose(Boolean) ..... 4

***Operators*** ..... 4
- Explicit(OpcSession to Session) ..... 5
- Implicit(Session to OpcSession) ..... 5