

QueueRequestOptions Class

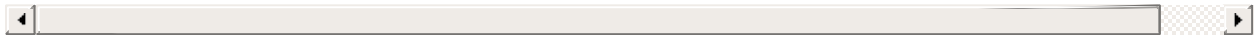
C#C++F#VB

[See Also](#)

Represents a set of timeout and retry policy options that may be specified for a request against the Queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

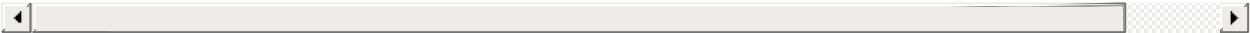
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Queue.:::QueueRequestOptions



Syntax

C#

 [Copy Code](#)

```
public sealed class QueueRequestOptions : IRequestOptions
```

C++

 [Copy Code](#)

```
public ref class QueueRequestOptions sealed : IRequestOptions
```

F#

 [Copy Code](#)


```
[<Sealed>]  
type QueueRequestOptions =  
    class  
        interface IRequestOptions  
    end
```

VB


 [Copy Code](#)

```
Public NotInheritable Class QueueRequestOptions  
    Implements IRequestOptions
```




Constructors

| | Name | Description |
|---|--|---|
|  | <u>QueueRequestOptions()</u> | Initializes a new instance of the QueueRequestOptions class. |

Properties

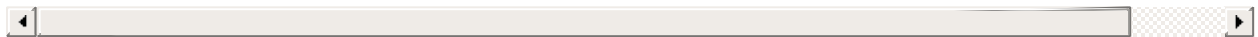
| | Name |
|---|--|
|  | LocationModeLocationModeLocationModeLocationMode |
|  | MaximumExecutionTimeMaximumExecutionTimeMaximumExecutionTimeMaximumExecutionTime |
|  | RetryPolicyRetryPolicyRetryPolicyRetryPolicy |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

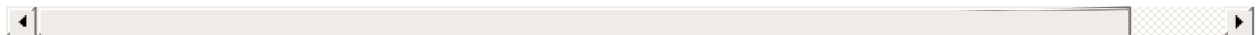
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)





Microsoft.WindowsAzure.Storage.Queue Namespace

Classes

| | Class | Description |
|---|--|--|
|  | CloudQueue | This class represents a queue in the Windows Azure Queue service. |
|  | CloudQueueClient | Provides a client-side logical representation of the Windows Azure Queue Service. This client is used to configure and execute requests against the Queue Service. |
|  | CloudQueueMessage | Represents a message in the Windows Azure Queue service. |
|  | QueueContinuationToken | Represents a continuation token returned by the Queue service. |
| | | Represents a set of timeout and retry |

Enumerations

| | Enumeration | Description |
|---|--|---|
|  | MessageUpdateFields | Enumeration controlling the options for updating queue messages. |
|  | SharedAccessQueuePermissions | Specifies the set of possible permissions for a shared access queue policy. |

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QueueRequestOptions Constructor (0000)

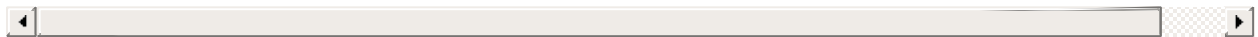
C#C++F#VB

[See Also](#)

Initializes a new instance of the [QueueRequestOptions](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public QueueRequestOptions()
```

C++

 [Copy](#) [Copy](#)

```
public:  
QueueRequestOptions()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> QueueRequestOptions
```

VB

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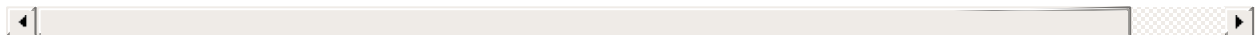
```
Public Sub New
```

See Also

[QueueRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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QueueRequestOptions.LocationMode

C#C++F#VB

PropertyQueueRequestOptions::LocationMode

PropertyQueueRequestOptions.LocationMode

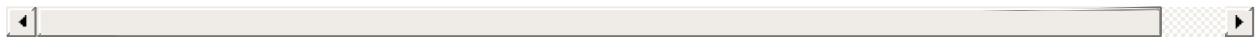
PropertyQueueRequestOptions.LocationMode Property

[See Also](#)

Gets or sets the location mode of the request.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<LocationMode> LocationMode { g
```

C++

 Copy Co

```
public:  
property Nullable<LocationMode> LocationMode {  
    virtual Nullable<LocationMode> get() s  
    virtual void set(Nullable<LocationMode>  
}
```

F#

 Copy Co

```
abstract LocationMode : Nullable<LocationMode>  
override LocationMode : Nullable<LocationMode>
```

VB

 Copy Co

```
Public Property LocationMode As Nullable(Of Lc
```

Property Value

Type:

[System.Nullable<LocationMode>](#)[System::Nullable<LocationMode>](#)[System.Nullable<LocationMode>](#)

A [LocationMode](#) enumeration value indicating the location mode of the request.

Implements

See Also

[QueueRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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QueueRequestOptions.MaximumExecutionTime C#C++F#VB

PropertyQueueRequestOptions::MaximumExecutionTime

PropertyQueueRequestOptions.MaximumExecutionTime

PropertyQueueRequestOptions.MaximumExecutionTime

Property

[See Also](#)

Gets or sets the maximum execution time across all potential retries for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<TimeSpan> MaximumExecutionTime
```

C++

 [Copy Code](#)

```
public:  
property Nullable<TimeSpan> MaximumExecutionTime  
    virtual Nullable<TimeSpan> get() sealed  
    virtual void set(Nullable<TimeSpan> value)  
}
```

F#

 [Copy Code](#)

```
abstract MaximumExecutionTime : Nullable<TimeSpan>  
override MaximumExecutionTime : Nullable<TimeSpan>
```

VB

 [Copy Code](#)

```
Public Property MaximumExecutionTime As Nullable<TimeSpan>
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nullable<TimeSpan>](#)

A TimeSpan representing the maximum execution time for retries for the request.

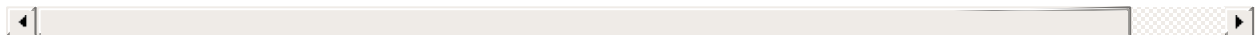
Implements

See Also

[QueueRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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QueueRequestOptions.RetryPolicy

C#C++F#VB

PropertyQueueRequestOptions::RetryPolicy

PropertyQueueRequestOptions.RetryPolicy

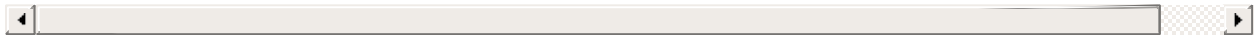
PropertyQueueRequestOptions.RetryPolicy Property

[See Also](#)

Gets or sets the retry policy for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co


```
public IRetryPolicy RetryPolicy { get; set; }
```

C++

 Copy Co

```
public:  
property IRetryPolicy^ RetryPolicy {  
    virtual IRetryPolicy^ get() sealed;  
    virtual void set(IRetryPolicy^ value)  
}
```

F#

 Copy Co

```
abstract RetryPolicy : IRetryPolicy with get,  
override RetryPolicy : IRetryPolicy with get,
```

VB

 Copy Co

```
Public Property RetryPolicy As IRetryPolicy
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)Microsoft.V

An object of type [IRetryPolicy](#).

Implements

See Also

[QueueRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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QueueRequestOptions.ServerTimeout

C#C++F#VB

PropertyQueueRequestOptions::ServerTimeout

PropertyQueueRequestOptions.ServerTimeout

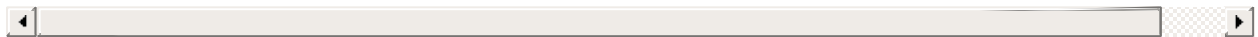
PropertyQueueRequestOptions.ServerTimeout Property

[See Also](#)

Gets or sets the server timeout interval for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<TimeSpan> ServerTimeout { get;
```

C++

 Copy Co

```
public:  
property Nullable<TimeSpan> ServerTimeout {  
    virtual Nullable<TimeSpan> get() sealed  
    virtual void set(Nullable<TimeSpan> va  
}
```

F#

 Copy Co

```
abstract ServerTimeout : Nullable<TimeSpan> with  
override ServerTimeout : Nullable<TimeSpan> with
```

VB

 Copy Co

```
Public Property ServerTimeout As Nullable(Of T
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nulla](#)

A TimeSpan containing the server timeout interval for the request.

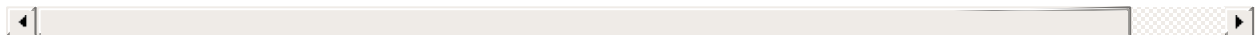
Implements

See Also

[QueueRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue Class

[See Also](#)

C#C++F#VB

This class represents a queue in the Windows Azure Queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Queue.:::CloudQueue



Syntax

C#

 [Copy](#) [Copy](#)

```
public class CloudQueue
```

C++

 [Copy](#) [Copy](#)

```
public ref class CloudQueue
```

F#

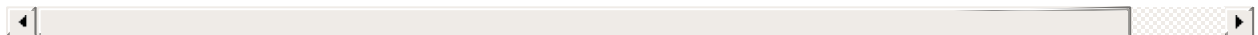
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```
type CloudQueue = class end
```




VB

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```
Public Class CloudQueue
```



Constructors

| | Name | Description |
|---|--|--|
|  | <u>CloudQueue(StorageUri, StorageCredentials)</u> <u>(StorageUri^, StorageCredentials^)(StorageUri, StorageCredentials)</u> | Initializes a new instance of the CloudQueue class. |
|  | <u>CloudQueue(Uri)(Uri^)(Uri)(Uri)</u> | Initializes a new instance of the CloudQueue class. |
|  | <u>CloudQueue(Uri, StorageCredentials)(Uri^, StorageCredentials^)(Uri, StorageCredentials)(Uri, StorageCredentials)</u> | Initializes a new instance of the CloudQueue class. |

Properties

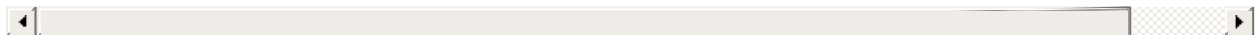
| | Name |
|---|--|
|  | ApproximateMessageCountApproximateMessageCountApproximateM |
|  | EncodeMessageEncodeMessageEncodeMessageEncodeMessage |
|  | MetadataMetadataMetadataMetadata |
|  | NameNameNameName |

Methods

| | Na |
|---|--|
|  | <u>AddMessageAsync(CloudQueueMessage)(CloudQueueMessage^)(Clo</u> |
|  | <u>AddMessageAsync(CloudQueueMessage, Nullable<TimeSpan>, Nul</u> <u>(CloudQueueMessage^, Nullable<TimeSpan>, Nullable<TimeSpan>,</u> <u>Nullable<TimeSpan>, Nullable<TimeSpan>, QueueRequestOptions,</u> <u>Nullable(Of TimeSpan), QueueRequestOptions, OperationContext)</u> |
|  | <u>AddMessageAsync(CloudQueueMessage, Nullable<TimeSpan>, Nul</u> <u>CancellationToken)(CloudQueueMessage^, Nullable<TimeSpan>, N</u> <u>CancellationToken)(CloudQueueMessage, Nullable<TimeSpan>, Nul</u> <u>CancellationToken)(CloudQueueMessage, Nullable(Of TimeSpan), N</u> <u>CancellationToken)</u> |
|  | <u>ClearAsync()</u> |

Thread Safety

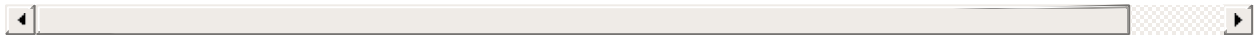
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient Class

C#C++F#VB

[See Also](#)

Provides a client-side logical representation of the Windows Azure Queue Service. This client is used to configure and execute requests against the Queue Service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Queue.:::CloudQueueClient



Syntax

C#

 [Copy](#) [Copy](#)

```
public class CloudQueueClient
```

C++

 [Copy](#) [Copy](#)

```
public ref class CloudQueueClient
```

F#

 [Copy](#) [Copy](#)

```
type CloudQueueClient = class end
```



VB

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```
Public Class CloudQueueClient
```



Constructors

| | Name | Description |
|---|---|---|
|  | <u>CloudQueueClient(StorageUri, StorageCredentials)(StorageUri^, StorageCredentials^)(StorageUri, StorageCredentials)(StorageUri, StorageCredentials)</u> | Initializes a new instance of the CloudQueueClient class using the specified Queue service endpoint and account credentials. |
|  | <u>CloudQueueClient(Uri, StorageCredentials)(Uri^, StorageCredentials^)(Uri, StorageCredentials)(Uri, StorageCredentials)</u> | Initializes a new instance of the CloudQueueClient class using the specified Queue service endpoint and account credentials. |

Properties

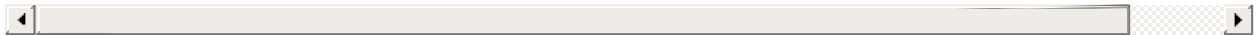
| | Name |
|---|--|
|  | AuthenticationSchemeAuthenticationSchemeAuthenticationSchemeAu |
|  | BaseUriBaseUriBaseUriBaseUri |
|  | BufferManagerBufferManagerBufferManagerBufferManager |

Methods

| | Nan |
|---|-----|
| Equals(Object)(Object^)(Object)(Object) | |
| Finalize()() | |
| GetHashCode()() | |
| <u>GetQueueReference(String)(String^)(String)(String)</u> | |

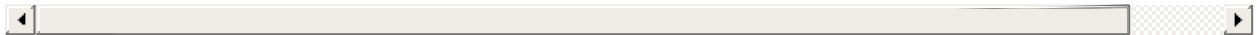
Remarks

The service client encapsulates the base URI for the Queue service. If the service client will be used for authenticated access, it also encapsulates the credentials for accessing the storage account.



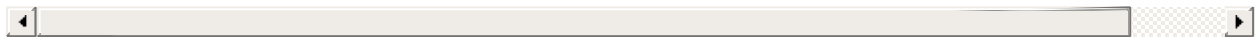
Remarks

The service client encapsulates the endpoint or endpoints for the Queue service. If the service client will be used for authenticated access, it also encapsulates the credentials for accessing the storage account.



Thread Safety

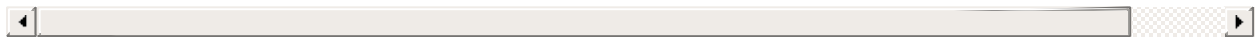
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage Class

C#C++F#VB

[See Also](#)

Represents a message in the Windows Azure Queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Queue.:::CloudQueueMessage



Syntax

C#

 [Copy Code](#)

```
public sealed class CloudQueueMessage
```

C++

 [Copy Code](#)

```
public ref class CloudQueueMessage sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type CloudQueueMessage = class end
```



VB





 [Copy Code](#)

```
Public NotInheritable Class CloudQueueMessage
```









Constructors

| | Name | Description |
|---|--|--|
|  | <u>CloudQueueMessage(String)(String^)(String)(String)</u> | Initializes a new of the CloudQueueMessage class with the given string. |
|  | <u>CloudQueueMessage(String, String)(String^, String^)(String, String)(String, String)</u> | Initializes a new of the CloudQueueMessage class with the given message ID and receipt. |

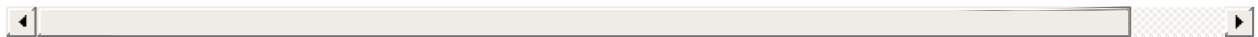
| | Name |
|---|---|
|  | <u>AsBytesAsBytesAsBytesAsBytes</u> |
|  | <u>AsStringAsStringAsStringAsString</u> |
|  | <u>DequeueCountDequeueCountDequeueCountDequeueCount</u> |
|  | <u>ExpirationTimeExpirationTimeExpirationTimeExpirationTime</u> |

Methods

| | Name |
|---|--|
|   | CreateCloudQueueMessageFromByteArray(Byte[])(array<Byte>^)(I |
|  | Equals(Object)(Object^)(Object)(Object) |
|  | GetHashCode()()() |
|  | GetType()()() |
|  | SetMessageContent(Byte[])(array<Byte>^)(Byte[])(Byte()) |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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QueueContinuationToken Class

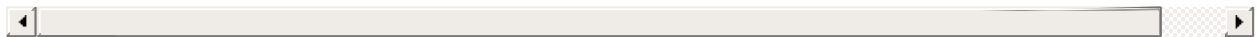
C#C++F#VB

[See Also](#)

Represents a continuation token returned by the Queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Queue.:::QueueContinuationToken



Syntax

C#

 [Copy Code](#)

```
public sealed class QueueContinuationToken : IC
```

C++

 [Copy Code](#)

```
public ref class QueueContinuationToken sealed
```

F#

 [Copy Code](#)


```
[<Sealed>]  
type QueueContinuationToken =  
    class  
        interface IContinuationToken  
    end
```

VB



 [Copy Code](#)

```
Public NotInheritable Class QueueContinuationTo  
    Implements IContinuationToken
```




Constructors

| | Name | Description |
|---|--|-------------|
|  | QueueContinuationToken()()()() | |

Properties

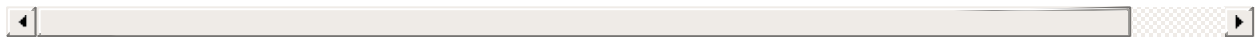
| | Name | Descript |
|---|--|--|
|  | NextMarkerNextMarkerNextMarkerNextMarker | Gets or se next marl continuin results fo CloudQu enumerat operation |
|  | TargetLocationTargetLocationTargetLocationTargetLocation | Gets or se storage lc that the continuat token app to. |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

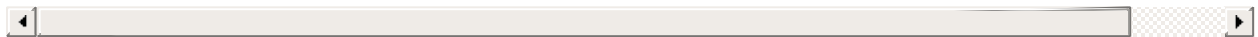
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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QueueRequestOptions Class

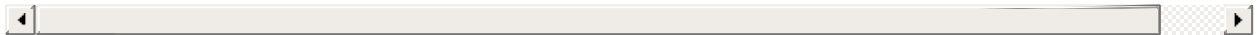
C#C++F#VB

[See Also](#)

Represents a set of timeout and retry policy options that may be specified for a request against the Queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object
 Microsoft.WindowsAzure.Storage.Queue.:::QueueRequestOptions



Syntax

C#

 [Copy Code](#)

```
public sealed class QueueRequestOptions : IRequestOptions
```

C++

 [Copy Code](#)

```
public ref class QueueRequestOptions sealed : IRequestOptions
```

F#

 [Copy Code](#)


```
[<Sealed>]  
type QueueRequestOptions =  
    class  
        interface IRequestOptions  
    end
```

VB




 [Copy Code](#)

```
Public NotInheritable Class QueueRequestOptions  
    Implements IRequestOptions
```





Constructors

| | Name | Description |
|---|---------------------------------------|---|
|  | QueueRequestOptions() | Initializes a new instance of the QueueRequestOptions class. |

Properties

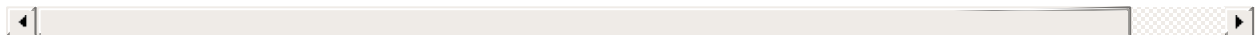
| | Name |
|---|--|
|  | LocationModeLocationModeLocationModeLocationMode |
|  | MaximumExecutionTimeMaximumExecutionTimeMaximumExecutionTimeMaximumExecutionTime |
|  | RetryPolicyRetryPolicyRetryPolicyRetryPolicy |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

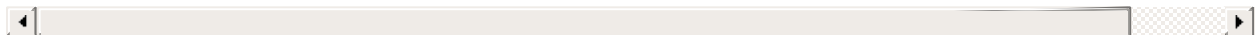
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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QueueResultSegment Class

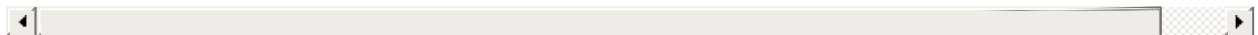
C#C++F#VB

[See Also](#)

Represents a segment of [CloudQueue](#) results, with continuation information for pagination scenarios.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object
 Microsoft.WindowsAzure.Storage.Queue.:::QueueResultSegment



Syntax

C#

 [Copy Code](#)

```
public sealed class QueueResultSegment
```

C++

 [Copy Code](#)

```
public ref class QueueResultSegment sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type QueueResultSegment = class end
```

VB

 [Copy Code](#)





```
Public NotInheritable Class QueueResultSegment
```



Properties

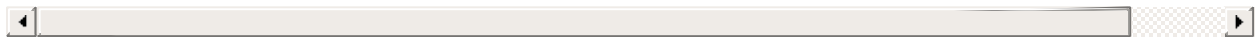
| | Name |
|---|---|
|  | <u>ContinuationTokenContinuationTokenContinuationTokenContinuationToken</u> |
|  | <u>ResultsResultsResultsResults</u> |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

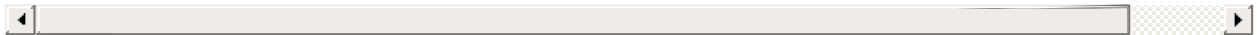
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies Class

C#C++F#VB

[See Also](#)

Represents the collection of shared access policies defined for a queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

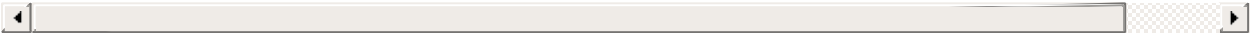
Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Queue.:::SharedAccessQueuePolic



Syntax

C#

 [Copy Code](#)

```
public sealed class SharedAccessQueuePolicies :  
    ICollection<KeyValuePair<string, Shared  
    IEnumerable
```

C++

 [Copy Code](#)

```
public ref class SharedAccessQueuePolicies seal  
    ICollection<KeyValuePair<String^, Share  
    IEnumerable<KeyValuePair<String^, Share  
    IEnumerable
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type SharedAccessQueuePolicies =  
    class  
        interface IDictionary<string, SharedAcc  
        interface ICollection<KeyValuePair<stri  
        interface IEnumerable<KeyValuePair<stri  
        interface IEnumerable  
    end
```

VB

 [Copy Code](#)

```
Public NotInheritable Class SharedAccessQueuePo  
    Implements IDictionary(Of String, Share  
    IEnumerable(Of KeyValuePair(Of String,  
    IEnumerable
```



Constructors



| | Name | Description |
|---|---|-------------|
|  | SharedAccessQueuePolicies() | |

Properties

| | Name | Descrip |
|---|---|--|
|  | CountCountCountCount | Gets the number of key/ SharedAccess value pairs contain shared access pol |
|  | IsReadOnlyIsReadOnlyIsReadOnlyIsReadOnly | Gets a value indic the collection of s policies is read-on |
|  | Item[String]Item[String^]Item(String)Item(String) | Gets or sets the SharedAccessQue associated with th |
|  | KeysKeysKeysKeys | Gets a collection keys in the sharec collection. |

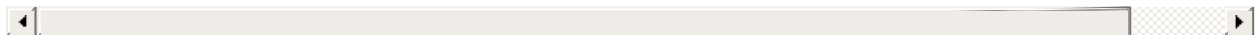
| | Name | Description |
|---|---|---|
|  | Add(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair<String^, SharedAccessQueuePolicy^>)(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair(Of String, SharedAccessQueuePolicy)) | Adds the specified key/ SharedAccessQueuePolicy value, stored in the SharedAccessQueuePolicy to the collection of SharedAccessQueuePolicy values. The key is of type String or String^ or KeyValuePair<TKey, TValue> or KeyValuePair<'TKey, 'TValue> , to the SharedAccessQueuePolicy collection. |
|  | Add(String, SharedAccessQueuePolicy)(String^, SharedAccessQueuePolicy^)(String, SharedAccessQueuePolicy)(String, SharedAccessQueuePolicy) | Adds the specified String or String^ to the collection of SharedAccessQueuePolicy values. |
|  | Clear() | Removes all SharedAccessQueuePolicy values from the SharedAccessQueuePolicy collection. |
| | Contains(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair<String^, SharedAccessQueuePolicy^>)(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair(Of String, SharedAccessQueuePolicy)) | Determines whether the SharedAccessQueuePolicy collection contains the specified String or String^ or KeyValuePair<TKey, TValue> or KeyValuePair<'TKey, 'TValue> . |

Explicit Interface Implementations

| | Name | Description |
|---|--|---|
|   | IEnumerable::GetEnumerator() | Returns an enumerator that iterates through the collection of shared access policies. |

Thread Safety

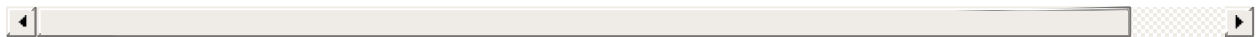
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicy Class

C#C++F#VB

[See Also](#)

Represents a shared access policy for a queue, which specifies the start time, expiry time, and permissions for a shared access signature.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Queue.:::SharedAccessQueuePolicy



Syntax

C#

 [Copy Code](#)

```
public sealed class SharedAccessQueuePolicy
```

C++

 [Copy Code](#)

```
public ref class SharedAccessQueuePolicy sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type SharedAccessQueuePolicy = class end
```


VB

 [Copy Code](#)




```
Public NotInheritable Class SharedAccessQueuePo
```










Constructors

| | Name | Description |
|---|--|--|
|  | <u>SharedAccessQueuePolicy0000</u> | Initializes a new instance of the SharedAccessQueuePolicy class. |

Properties

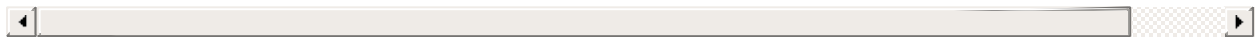
| | Name |
|---|--|
|  | PermissionsPermissionsPermissionsPermissions |
|  | SharedAccessExpiryTimeSharedAccessExpiryTimeSharedAccessExpi |
|  | SharedAccessStartTimeSharedAccessStartTimeSharedAccessStartTim |

Methods

| | |
|---|--|
| | |
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> |
|  | <code>GetHashCode()()</code> |
|  | <code>GetType()()</code> |
|   | <code>PermissionsFromString(String)(String^)(String)(String)</code> |
|   | <code>PermissionsToString(SharedAccessQueuePermissions)(SharedAccessQueuePermissions)</code> |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



MessageUpdateFields Enumeration

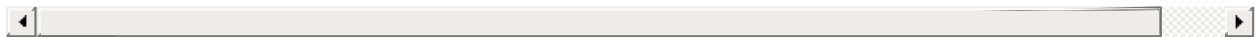
[See Also](#)

Enumeration controlling the options for updating queue messages.

This enumeration has a `FlagsAttribute` attribute that allows a bitwise combination of its member values.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum MessageUpdateFields
```

C++

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum class MessageUpdateFields
```

F#

 [Copy](#) [Copy](#)

```
[<FlagsAttribute>]  
type MessageUpdateFields
```

VB

 [Copy](#) [Copy](#)

```
<FlagsAttribute>  
Public Enumeration MessageUpdateFields
```



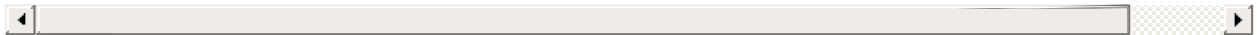
Members

| | Member name | Description |
|--|-------------|--|
| | Content | Update the message content. |
| | Visibility | Update the message visibility timeout. |

See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePermissions Enumeration

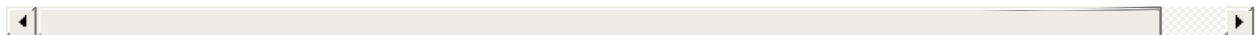
[See Also](#)

Specifies the set of possible permissions for a shared access queue policy.

This enumeration has a `FlagsAttribute` attribute that allows a bitwise combination of its member values.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum SharedAccessQueuePermissions
```

C++

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum class SharedAccessQueuePermissions
```

F#

 [Copy](#) [Copy](#)

```
[<FlagsAttribute>]  
type SharedAccessQueuePermissions
```

VB

 [Copy](#) [Copy](#)

```
<FlagsAttribute>  
Public Enumeration SharedAccessQueuePermissions
```

Members

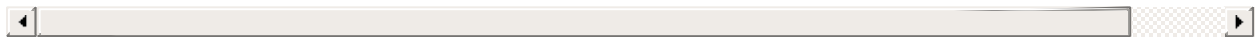
| Member name | Description |
|------------------------|---|
| Add | Permission to add messages granted. |
| None | No shared access granted. |
| ProcessMessages | Permission to get and delete messages granted. |
| Read | Permission to peek messages and get queue metadata granted. |
| Update | Permissions to update messages granted. |



See Also

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



LocationMode Enumeration

[See Also](#)

Specifies the location mode to indicate which location should receive the request.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public enum LocationMode
```

C++

 [Copy](#) [Copy](#)

```
public enum class LocationMode
```

F#

 [Copy](#) [Copy](#)

```
type LocationMode
```

VB

 [Copy](#) [Copy](#)

```
Public Enumeration LocationMode
```



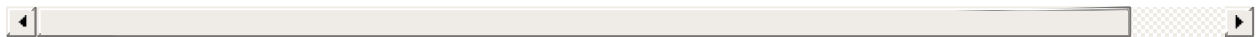
Members

| Member name | Description |
|-----------------------------|---|
| PrimaryOnly | Requests are always sent to the primary location. |
| PrimaryThenSecondary | Requests are always sent to the primary location first. If a request fails, it is sent to the secondary location. |
| SecondaryOnly | Requests are always sent to the secondary location. |
| SecondaryThenPrimary | Requests are always sent to the secondary location first. If a request fails, it is sent to the primary location. |

See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



IRequestOptions.LocationMode

C#C++F#VB

PropertyIRequestOptions::LocationMode

PropertyIRequestOptions.LocationMode

PropertyIRequestOptions.LocationMode Property

[See Also](#)

Gets or sets the location mode of the request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
Nullable<LocationMode> LocationMode { get; set;
```

C++

 [Copy Code](#)

```
property Nullable<LocationMode> LocationMode {  
    Nullable<LocationMode> get();  
    void set(Nullable<LocationMode> value);  
}
```

F#

 [Copy Code](#)

```
abstract LocationMode : Nullable<LocationMode>
```

VB

 [Copy Code](#)

```
Property LocationMode As Nullable(Of LocationMo
```

Property Value

Type:

[System.Nullable<LocationMode>](#)[System::Nullable<LocationMode>](#)[System.Nullable<LocationMode>](#)

A [LocationMode](#) enumeration value.



See Also

[IRequestOptions Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IRequestOptions.MaximumExecutionTime C#C++F#VB

PropertyIRequestOptions::MaximumExecutionTime

PropertyIRequestOptions.MaximumExecutionTime

PropertyIRequestOptions.MaximumExecutionTime Property

[See Also](#)

Gets or sets the maximum execution time across all potential retries.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
Nullable<TimeSpan> MaximumExecutionTime { get;
```

C++  Copy Code

```
property Nullable<TimeSpan> MaximumExecutionTime  
    Nullable<TimeSpan> get();  
    void set(Nullable<TimeSpan> value);  
}
```

F#  Copy Code

```
abstract MaximumExecutionTime : Nullable<TimeSpan>
```

VB  Copy Code

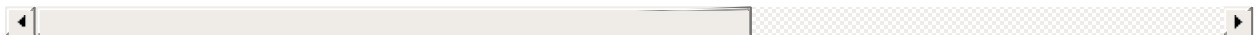
```
Property MaximumExecutionTime As Nullable(Of Ti
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nullable](#)

A TimeSpan containing the maximum execution time across all potential retries.



See Also

[IRequestOptions Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IRetryPolicy Interface

C#C++F#VB

[See Also](#)

Represents a retry policy.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public interface IRetryPolicy
```

C++

 [Copy](#) [Copy](#)

```
public interface class IRetryPolicy
```

F#

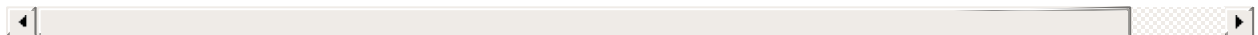
 [Copy](#) [Copy](#)

```
type IRetryPolicy = interface end
```



VB

 [Copy](#) [Copy](#)

```
Public Interface IRetryPolicy
```



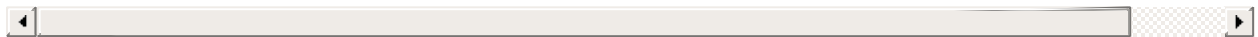
Methods

| | Name | Description |
|--|---|---|
|  | <u>CreateInstance()()()</u> | Generates a new retry policy for the current request attempt. |
|  | <u>ShouldRetry(Int32, Int32, Exception, TimeSpan, OperationContext)(Int32, Int32, Exception^, TimeSpan%, OperationContext^)(Int32, Int32, Exception, TimeSpan, OperationContext)(Int32, Int32, Exception, TimeSpan, OperationContext)</u> | Determines whether the operation should be retried and the interval until the next retry. |

See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



IRequestOptions.RetryPolicy

C#C++F#VB

PropertyIRequestOptions::RetryPolicy

PropertyIRequestOptions.RetryPolicy

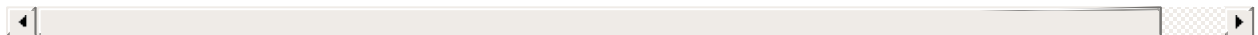
PropertyIRequestOptions.RetryPolicy Property

[See Also](#)

Gets or sets the retry policy for the request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
IRetryPolicy RetryPolicy { get; set; }
```

C++

 Copy Co

```
property IRetryPolicy^ RetryPolicy {  
    IRetryPolicy^ get();  
    void set(IRetryPolicy^ value);  
}
```

F#

 Copy Co

```
abstract RetryPolicy : IRetryPolicy with get, s
```

VB

 Copy Co

```
Property RetryPolicy As IRetryPolicy
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)Microsoft.Wi

An object of type [IRetryPolicy](#).



See Also

[IRequestOptions Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IRequestOptions.ServerTimeout

C#C++F#VB

PropertyIRequestOptions::ServerTimeout

PropertyIRequestOptions.ServerTimeout

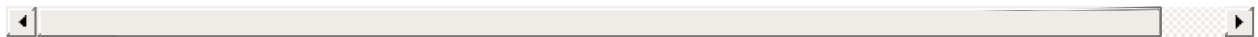
PropertyIRequestOptions.ServerTimeout Property

[See Also](#)

Gets or sets the default server timeout for the request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
Nullable<TimeSpan> ServerTimeout { get; set; }
```

C++  Copy Code

```
property Nullable<TimeSpan> ServerTimeout {  
    Nullable<TimeSpan> get();  
    void set(Nullable<TimeSpan> value);  
}
```

F#  Copy Code

```
abstract ServerTimeout : Nullable<TimeSpan> with
```

VB  Copy Code

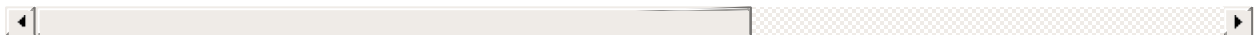
```
Property ServerTimeout As Nullable(Of TimeSpan)
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nullable](#)

A TimeSpan containing the server timeout interval.

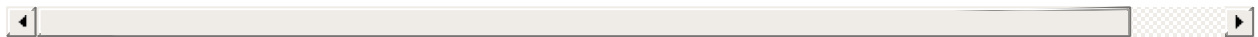


See Also

[IRequestOptions Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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**CloudQueue Constructor (StorageUri,
StorageCredentials)(StorageUri^,
StorageCredentials^)(StorageUri, StorageCredentials)
(StorageUri, StorageCredentials)**

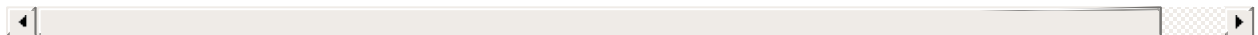
C#C++F#VB

[See Also](#)

Initializes a new instance of the [CloudQueue](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudQueue(  
    StorageUri queueAddress,  
    StorageCredentials credentials  
)
```

C++

 [Copy Code](#)

```
public:  
CloudQueue(  
    StorageUri^ queueAddress,  
    StorageCredentials^ credentials  
)
```

F#

 [Copy Code](#)

```
new :  
    queueAddress:StorageUri *  
    credentials:StorageCredentials -> CloudQueue
```

VB

 [Copy Code](#)

```
Public Sub New (  
    queueAddress As StorageUri,  
    credentials As StorageCredentials  
)
```

Parameters

queueAddress

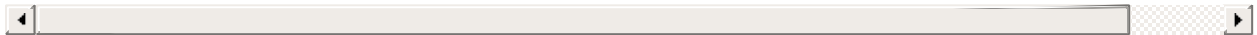
See Also

[CloudQueue Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue Constructor (Uri)(Uri^)(Uri)(Uri)

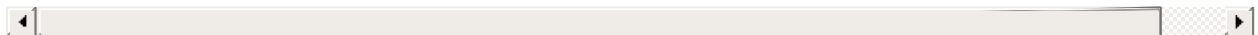
C#C++F#VB

[See Also](#)

Initializes a new instance of the [CloudQueue](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public CloudQueue(  
    Uri queueAddress  
)
```

C++

 [Copy](#) [Copy](#)

```
public:  
CloudQueue(  
    Uri^ queueAddress  
)
```

F#

 [Copy](#) [Copy](#)

```
new :  
    queueAddress:Uri -> CloudQueue
```

VB

 [Copy](#) [Copy](#)

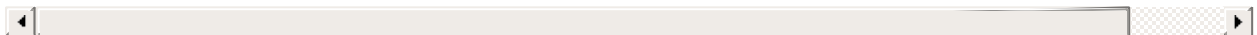
```
Public Sub New (  
    queueAddress As Uri  
)
```

Parameters

queueAddress

Type: [System.UriSystem::Uri](#)^{System.UriSystem.Uri}

A Uri specifying the absolute URI to the queue.



See Also

[CloudQueue Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



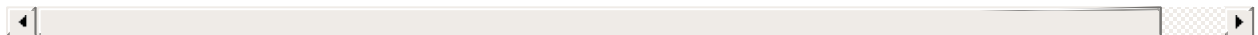
CloudQueue Constructor (Uri, StorageCredentials) C#C++F#VB
(Uri^, StorageCredentials^)(Uri,
StorageCredentials)(Uri, StorageCredentials)

[See Also](#)

Initializes a new instance of the [CloudQueue](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudQueue(  
    Uri queueAddress,  
    StorageCredentials credentials  
)
```

C++

 [Copy Code](#)

```
public:  
CloudQueue(  
    Uri^ queueAddress,  
    StorageCredentials^ credentials  
)
```

F#

 [Copy Code](#)

```
new :  
    queueAddress:Uri *  
    credentials:StorageCredentials -> CloudQueue
```

VB

 [Copy Code](#)

```
Public Sub New (  
    queueAddress As Uri,  
    credentials As StorageCredentials  
)
```

Parameters

queueAddress

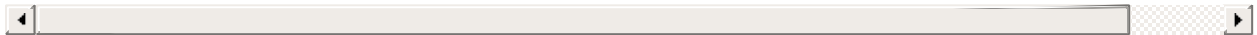
See Also

[CloudQueue Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.ApproximateMessageCount

C#C++F#VB

PropertyCloudQueue::ApproximateMessageCount

PropertyCloudQueue.ApproximateMessageCount

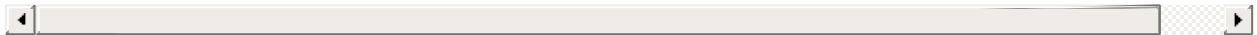
PropertyCloudQueue.ApproximateMessageCount Property

[See Also](#)

Gets the approximate message count for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<int> ApproximateMessageCount {
```

C++

 [Copy Code](#)

```
public:  
property Nullable<int> ApproximateMessageCount  
    Nullable<int> get();  
    private: void set(Nullable<int> value);  
}
```

F#

 [Copy Code](#)

```
member ApproximateMessageCount : Nullable<int>
```

VB

 [Copy Code](#)

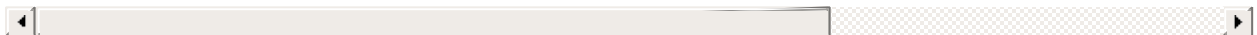
```
Public Property ApproximateMessageCount As Null  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[System.Nullable<Int32>](#) [System::Nullable<Int32>](#) [System.Nullable<Int32>](#);

The approximate message count.

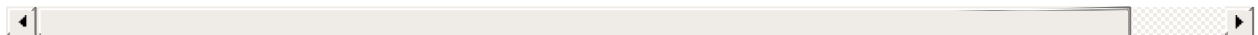


See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.EncodeMessage

C#C++F#VB

PropertyCloudQueue::EncodeMessage

PropertyCloudQueue.EncodeMessage

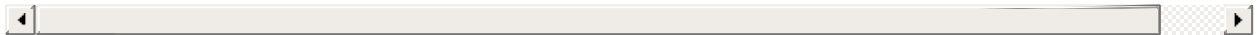
PropertyCloudQueue.EncodeMessage Property

[See Also](#)

Gets or sets a value indicating whether to apply base64 encoding when adding or retrieving messages.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public bool EncodeMessage { get; set; }
```

C++

 Copy Co

```
public:  
property bool EncodeMessage {  
    bool get();  
    void set(bool value);  
}
```

F#

 Copy Co

```
member EncodeMessage : bool with get, set
```

VB

 Copy Co

```
Public Property EncodeMessage As Boolean
```

Property Value

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boolean](#)
`true` to encode messages; otherwise, `false`. The default value is `true`.



See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.Metadata

C#C++F#VB

PropertyCloudQueue::Metadata

PropertyCloudQueue.Metadata PropertyCloudQueue.Metadata

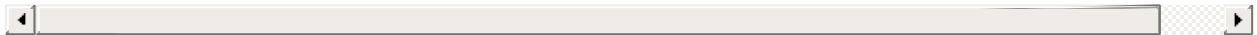
Property

[See Also](#)

Gets the queue's metadata.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public IDictionary<string, string> Metadata { g
```

C++

 [Copy Code](#)

```
public:  
property IDictionary<String^, String^>^ Metadata  
    IDictionary<String^, String^>^ get();  
    private: void set(IDictionary<String^,
```

F#

 [Copy Code](#)

```
member Metadata : IDictionary<string, string> w
```

VB

 [Copy Code](#)

```
Public Property Metadata As IDictionary(Of Stri  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[System.Collections.Generic.IDictionary<String, String>](#) [System.Collection](#)

An IDictionary<TKey, TValue><TKey, TValue><'TKey, 'TValue>(Of TKey, TValue) object containing the queue's metadata.

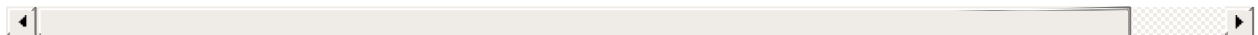


See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)

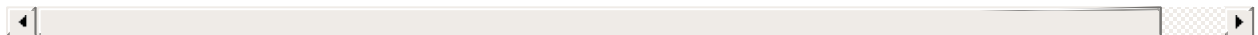


CloudQueue.Name Property**CloudQueue::Name** C#C++F#VB
PropertyCloudQueue.Name
PropertyCloudQueue.Name Property
[See Also](#)

Gets the name of the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

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

C++

 Copy Co

```
public:  
property String^ Name {  
    String^ get();  
    private: void set(String^ value);  
}
```

F#

 Copy Co

```
member Name : string with get, private set
```

VB

 Copy Co

```
Public Property Name As String  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the name of the queue.

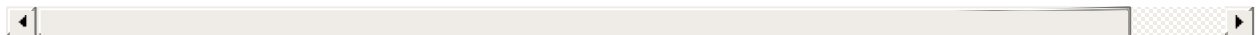


See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.ServiceClient

C#C++F#VB

PropertyCloudQueue::ServiceClient

PropertyCloudQueue.ServiceClient

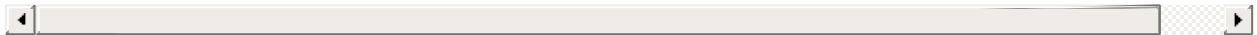
PropertyCloudQueue.ServiceClient Property

[See Also](#)

Gets the [CloudQueueClient](#) object that represents the Queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudQueueClient ServiceClient { get; pr
```

C++

 [Copy Code](#)

```
public:  
property CloudQueueClient^ ServiceClient {  
    CloudQueueClient^ get();  
    private: void set(CloudQueueClient^ val  
}
```

F#

 [Copy Code](#)

```
member ServiceClient : CloudQueueClient with ge
```

VB

 [Copy Code](#)

```
Public Property ServiceClient As CloudQueueClie  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Queue.CloudQueueClient](#)
A [CloudQueueClient](#) object.

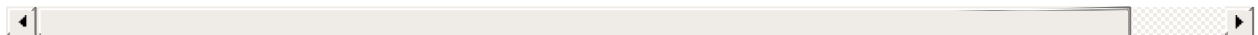


See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.StorageUri

C#C++F#VB

PropertyCloudQueue::StorageUri

PropertyCloudQueue.StorageUri

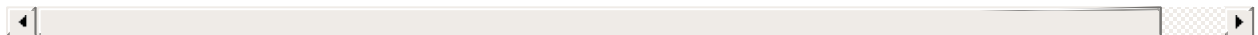
PropertyCloudQueue.StorageUri Property

[See Also](#)

Gets the queue URIs for both the primary and secondary locations.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageUri StorageUri { get; private set
```

C++

 [Copy Code](#)

```
public:  
property StorageUri^ StorageUri {  
    StorageUri^ get();  
    private: void set(StorageUri^ value);  
}
```

F#

 [Copy Code](#)

```
member StorageUri : StorageUri with get, private
```

VB

 [Copy Code](#)

```
Public Property StorageUri As StorageUri  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)[Microsoft.WindowsAzure.St](#)

An object of type **StorageUriStorageUriStorageUriStorageUri** containin the queue's URIs for both the primary and secondary locations.

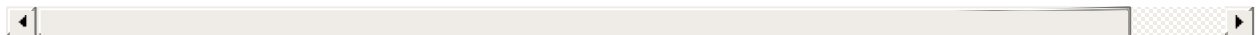


See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)

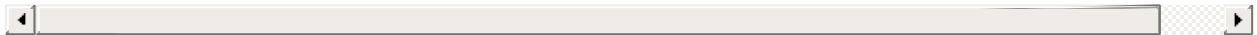


CloudQueue.Uri Property**CloudQueue::Uri** C#C++F#VB
PropertyCloudQueue.Uri PropertyCloudQueue.Uri
Property
[See Also](#)

Gets the queue URI for the primary location.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

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

C++

 [Copy](#) [Copy](#)

```
public:  
property Uri^ Uri {  
    Uri^ get();  
}
```

F#

 [Copy](#) [Copy](#)

```
member Uri : Uri with get
```

VB

 [Copy](#) [Copy](#)

```
Public ReadOnly Property Uri As Uri
```

Property Value

Type: [System.UriSystem::Uri](#)^{System.UriSystem.Uri}

A Uri specifying the absolute URI to the queue at the primary location.

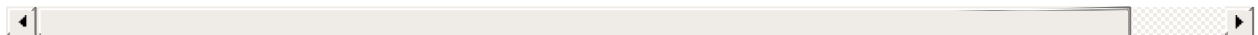


See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::AddMessageAsync Method
(CloudQueueMessage)(CloudQueueMessage^)
(CloudQueueMessage)(CloudQueueMessage)

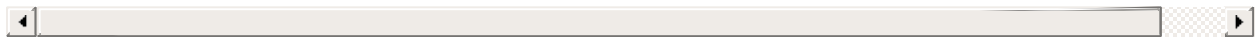
C#C++F#VB

[See Also](#)

Adds a message to the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task AddMessageAsync(  
    CloudQueueMessage message  
)
```

C++

 Copy Co

```
public:  
virtual Task^ AddMessageAsync(  
    CloudQueueMessage^ message  
)
```

F#

 Copy Co

```
abstract AddMessageAsync :  
    message:CloudQueueMessage -> Task  
override AddMessageAsync :  
    message:CloudQueueMessage -> Task
```

VB

 Copy Co

```
Public Overridable Function AddMessageAsync (  
    message As CloudQueueMessage  
) As Task
```

Parameters

message

Type:

[Microsoft.WindowsAzure.Storage.Queue.CloudQueueMessageMicro](#)

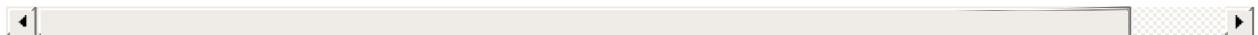
See Also

[AddMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



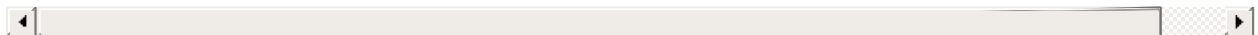
CloudQueue.::AddMessageAsync Method C#C++F#VB
(CloudQueueMessage, Nullable<TimeSpan>, Nullable<TimeSpan>, QueueRequestOptions, OperationContext)(CloudQueueMessage^, Nullable<TimeSpan>, Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^)
(CloudQueueMessage, Nullable<TimeSpan>, Nullable<TimeSpan>, QueueRequestOptions, OperationContext)(CloudQueueMessage, Nullable(Of TimeSpan), Nullable(Of TimeSpan), QueueRequestOptions, OperationContext)

[See Also](#)

Adds a message to the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task AddMessageAsync(  
    CloudQueueMessage message,  
    Nullable<TimeSpan> timeToLive,  
    Nullable<TimeSpan> initialVisibilityDe  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual Task^ AddMessageAsync(  
    CloudQueueMessage^ message,  
    Nullable<TimeSpan> timeToLive,  
    Nullable<TimeSpan> initialVisibilityDe  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy F#

```
abstract AddMessageAsync :  
    message:CloudQueueMessage *  
    timeToLive:Nullable<TimeSpan> *  
    initialVisibilityDelay:Nullable<TimeSpan> *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override AddMessageAsync :  
    message:CloudQueueMessage *  
    timeToLive:Nullable<TimeSpan> *  
    initialVisibilityDelay:Nullable<TimeSpan> *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

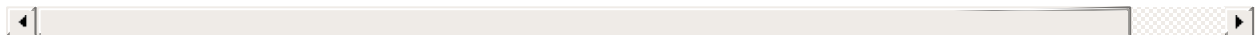
See Also

[AddMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::AddMessageAsync Method
(CloudQueueMessage, Nullable<TimeSpan>, Nullable<TimeSpan>, QueueRequestOptions, OperationContext, CancellationToken)(CloudQueueMessage^, Nullable<TimeSpan>, Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^, CancellationToken)(CloudQueueMessage, Nullable<TimeSpan>, Nullable<TimeSpan>, QueueRequestOptions, OperationContext, CancellationToken)
(CloudQueueMessage, Nullable(Of TimeSpan), Nullable(Of TimeSpan), QueueRequestOptions, OperationContext, CancellationToken)

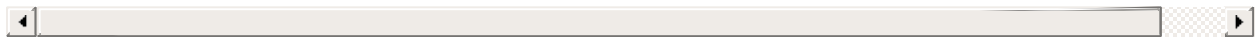
C#C++F#VB

[See Also](#)

Adds a message to the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task AddMessageAsync(  
    CloudQueueMessage message,  
    Nullable<TimeSpan> timeToLive,  
    Nullable<TimeSpan> initialVisibilityDe  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ AddMessageAsync(  
    CloudQueueMessage^ message,  
    Nullable<TimeSpan> timeToLive,  
    Nullable<TimeSpan> initialVisibilityDe  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 [Copy Code](#)

```
abstract AddMessageAsync :  
    message:CloudQueueMessage *  
    timeToLive:Nullable<TimeSpan> *  
    initialVisibilityDelay:Nullable<TimeSpan> *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken *
```

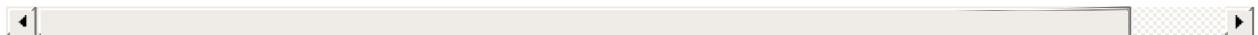
See Also

[AddMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.ClearAsync Method (0000)

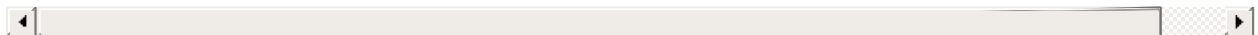
C#C++F#VB

[See Also](#)

Clears the messages of the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task ClearAsync()
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ ClearAsync()
```

F#

 [Copy Code](#)

```
abstract ClearAsync : unit -> Task  
override ClearAsync : unit -> Task
```

VB

 [Copy Code](#)

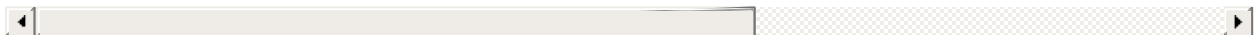
```
Public Overridable Function ClearAsync As Task
```

Return Value

Type:

[System.Threading.Tasks.TaskSystem.Threading.Tasks::Task](#)[^][System.Threa](#)

A Task that represents an asynchronous action.



See Also

[ClearAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.ClearAsync Method

C#C++F#VB

(QueueRequestOptions, OperationContext)

(QueueRequestOptions^, OperationContext^)

(QueueRequestOptions, OperationContext)

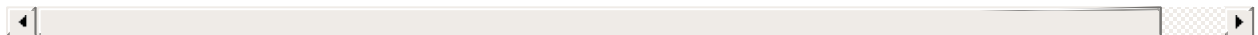
(QueueRequestOptions, OperationContext)

[See Also](#)

Clears the messages of the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task ClearAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual Task^ ClearAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy F#

```
abstract ClearAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override ClearAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

VB

 Copy VB

```
Public Overridable Function ClearAsync (  
    options As QueueRequestOptions,  
    operationContext As OperationContext  
) As Task
```

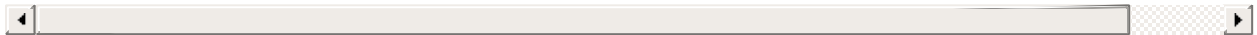
See Also

[ClearAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.ClearAsync Method

C#C++F#VB

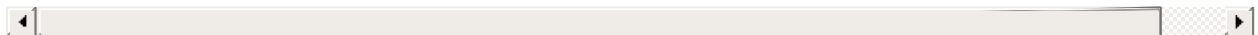
**(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)**

[See Also](#)

Clears the messages of the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task ClearAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 Copy Co

```
public:  
virtual Task^ ClearAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 Copy Co

```
abstract ClearAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override ClearAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 Copy Co

```
Public Overridable Function ClearAsync (  
    options As QueueRequestOptions,
```

See Also

[ClearAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::CreateAsync Method (0000)

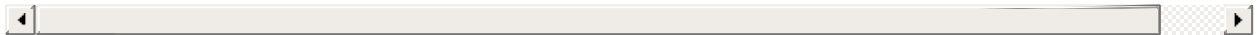
C#C++F#VB

[See Also](#)

Creates the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task CreateAsync()
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ CreateAsync()
```

F#

 [Copy Code](#)

```
abstract CreateAsync : unit -> Task  
override CreateAsync : unit -> Task
```

VB

 [Copy Code](#)

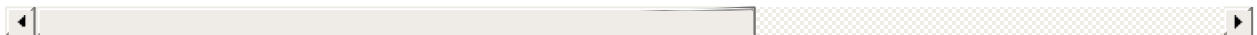
```
Public Overridable Function CreateAsync As Task
```

Return Value

Type:

[System.Threading.Tasks.TaskSystem.Threading.Tasks::Task](#)[^][System.Threa](#)

A Task that represents an asynchronous action.



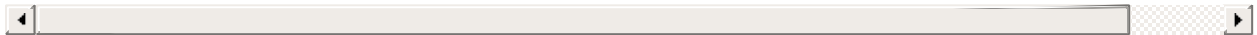
See Also

[CreateAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.CreateAsync Method

C#C++F#VB

(QueueRequestOptions, OperationContext)

(QueueRequestOptions[^], OperationContext[^])

(QueueRequestOptions, OperationContext)

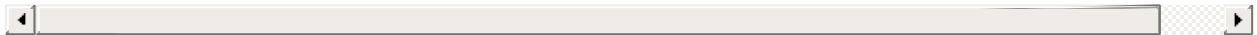
(QueueRequestOptions, OperationContext)

[See Also](#)

Creates the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)




Syntax

C#

 [Copy Code](#)

```
public virtual Task CreateAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ CreateAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 [Copy Code](#)

```
abstract CreateAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override CreateAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

VB

 [Copy Code](#)

```
Public Overridable Function CreateAsync (  
    options As QueueRequestOptions,  
    operationContext As OperationContext  
) As Task
```

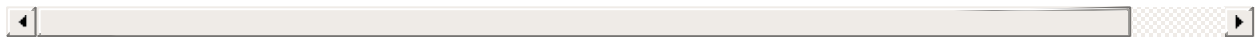
See Also

[CreateAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.CreateAsync Method

C#C++F#VB

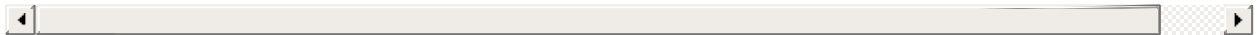
**(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)**

[See Also](#)

Creates the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task CreateAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ CreateAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 [Copy Code](#)

```
abstract CreateAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override CreateAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 [Copy Code](#)

```
Public Overridable Function CreateAsync (  
    options As QueueRequestOptions,
```

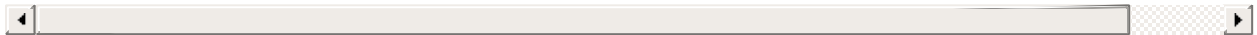
See Also

[CreateAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



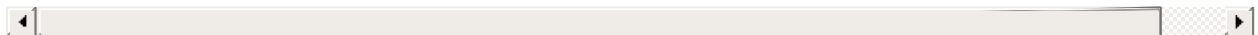
CloudQueue.:.CreateIfNotExistsAsync Method () C#C++F#VB
()

[See Also](#)

Creates the queue if it does not already exist.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<bool> CreateIfNotExistsAsync
```

C++

 [Copy Code](#)

```
public:  
virtual Task<bool>^ CreateIfNotExistsAsync()
```

F#

 [Copy Code](#)

```
abstract CreateIfNotExistsAsync : unit -> Task<  
override CreateIfNotExistsAsync : unit -> Task<
```

VB

 [Copy Code](#)

```
Public Overridable Function CreateIfNotExistsAs
```

Return Value

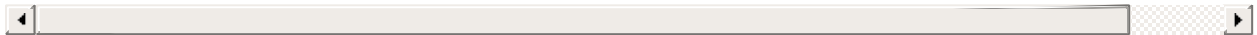
Type:

[System.Threading.Tasks.Task<Boolean>](#)[System.Threading.Tasks::Task<Boolean>](#)
true if the queue did not already exist and was created; otherwise, false



Remarks

This API performs an existence check and therefore requires read permissions.



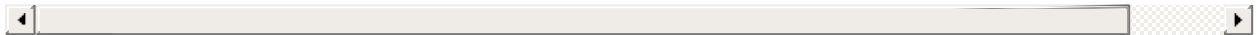
See Also

[CreateIfNotExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::..CreateIfNotExistsAsync Method

C#C++F#VB

(QueueRequestOptions, OperationContext)

(QueueRequestOptions^, OperationContext^)

(QueueRequestOptions, OperationContext)

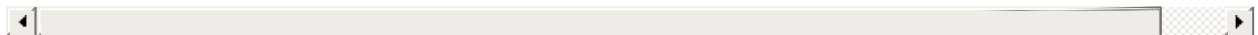
(QueueRequestOptions, OperationContext)

[See Also](#)

Creates the queue if it does not already exist.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<bool> CreateIfNotExistsAsync(
    QueueRequestOptions options,
    OperationContext operationContext
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<bool>^ CreateIfNotExistsAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext
)
```

F#

 [Copy Code](#)

```
abstract CreateIfNotExistsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<'T>
override CreateIfNotExistsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<'T>
```

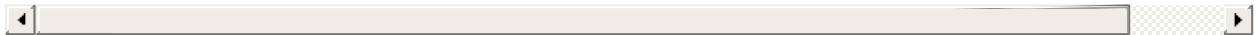
VB

 [Copy Code](#)

```
Public Overridable Function CreateIfNotExistsAsync(
    options As QueueRequestOptions,
    operationContext As OperationContext
) As Task(Of Boolean)
```

Remarks

This API performs an existence check and therefore requires read permissions.



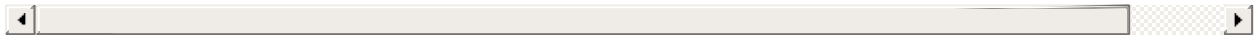
See Also

[CreateIfNotExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)

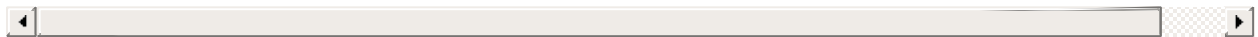


CloudQueue.::..CreateIfNotExistsAsync Method C#C++F#VB
(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)
[See Also](#)

Creates the queue if it does not already exist.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<bool> CreateIfNotExistsAsync(
    QueueRequestOptions options,
    OperationContext operationContext,
    CancellationToken cancellationToken
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<bool>^ CreateIfNotExistsAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext,
    CancellationToken cancellationToken
)
```

F#

 [Copy Code](#)

```
abstract CreateIfNotExistsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken ->
override CreateIfNotExistsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken ->
```

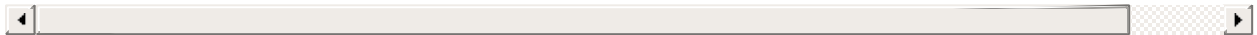
VB

 [Copy Code](#)

```
Public Overridable Function CreateIfNotExistsA
    options As QueueRequestOptions,
```

Remarks

This API performs an existence check and therefore requires read permissions.



See Also

[CreateIfNotExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.DeleteAsync Method (0000)

C#C++F#VB

[See Also](#)

Deletes the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task DeleteAsync()
```

C++

 Copy Co

```
public:  
virtual Task^ DeleteAsync()
```

F#

 Copy Co

```
abstract DeleteAsync : unit -> Task  
override DeleteAsync : unit -> Task
```

VB

 Copy Co

```
Public Overridable Function DeleteAsync As Task
```

Return Value

Type:

[System.Threading.Tasks.TaskSystem.Threading.Tasks::Task](#)[^][System.Threa](#)

A Task that represents an asynchronous action.



See Also

[DeleteAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.DeleteAsync Method

C#C++F#VB

(QueueRequestOptions, OperationContext)

(QueueRequestOptions^, OperationContext^)

(QueueRequestOptions, OperationContext)

(QueueRequestOptions, OperationContext)

[See Also](#)

Deletes the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task DeleteAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ DeleteAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 [Copy Code](#)

```
abstract DeleteAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override DeleteAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

VB

 [Copy Code](#)

```
Public Overridable Function DeleteAsync (  
    options As QueueRequestOptions,  
    operationContext As OperationContext  
) As Task
```


See Also

[DeleteAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.DeleteAsync Method

C#C++F#VB

**(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)**

[See Also](#)

Deletes the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task DeleteAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ DeleteAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 [Copy Code](#)

```
abstract DeleteAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override DeleteAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 [Copy Code](#)

```
Public Overridable Function DeleteAsync (  
    options As QueueRequestOptions,
```

See Also

[DeleteAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)

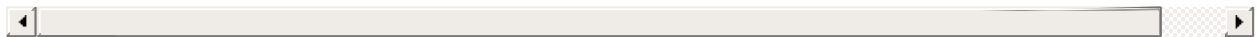


CloudQueue.:.DeleteIfExistsAsync Method (0000) C#C++F#VB
[See Also](#)

Deletes the queue if it already exists.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<bool> DeleteIfExistsAsync()
```

C++

 [Copy Code](#)

```
public:  
virtual Task<bool>^ DeleteIfExistsAsync()
```

F#

 [Copy Code](#)

```
abstract DeleteIfExistsAsync : unit -> Task<bool>  
override DeleteIfExistsAsync : unit -> Task<bool>
```

VB

 [Copy Code](#)

```
Public Overridable Function DeleteIfExistsAsync
```

Return Value

Type:

[System.Threading.Tasks.Task<Boolean>](#) [System.Threading.Tasks::Task<Boolean>](#)
true if the queue already existed and was deleted; otherwise, false.



See Also

[DeleteIfExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.DeleteIfExistsAsync Method
(QueueRequestOptions, OperationContext)
(QueueRequestOptions^, OperationContext^)
(QueueRequestOptions, OperationContext)
(QueueRequestOptions, OperationContext)

C#C++F#VB

[See Also](#)

Deletes the queue if it already exists.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<bool> DeleteIfExistsAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task<bool>^ DeleteIfExistsAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 [Copy Code](#)

```
abstract DeleteIfExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task<bool>  
override DeleteIfExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task<bool>
```

VB

 [Copy Code](#)

```
Public Overridable Function DeleteIfExistsAsync(  
    options As QueueRequestOptions,  
    operationContext As OperationContext  
) As Task(Of Boolean)
```

See Also

[DeleteIfExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::DeleteIfExistsAsync Method

C#C++F#VB

**(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,**

OperationContext^, CancellationToken)

(QueueRequestOptions, OperationContext, CancellationToken)

(QueueRequestOptions, OperationContext, CancellationToken)

[See Also](#)

Deletes the queue if it already exists.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task<bool> DeleteIfExistsAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 Copy Co

```
public:  
virtual Task<bool>^ DeleteIfExistsAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 Copy Co

```
abstract DeleteIfExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override DeleteIfExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 Copy Co

```
Public Overridable Function DeleteIfExistsAsyr  
    options As QueueRequestOptions,
```


See Also

[DeleteIfExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::.DeleteMessageAsync Method
(CloudQueueMessage)(CloudQueueMessage^)
(CloudQueueMessage)(CloudQueueMessage)

C#C++F#VB

[See Also](#)

Deletes the message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task DeleteMessageAsync(  
    CloudQueueMessage message  
)
```

C++

 Copy Co

```
public:  
virtual Task^ DeleteMessageAsync(  
    CloudQueueMessage^ message  
)
```

F#

 Copy Co

```
abstract DeleteMessageAsync :  
    message:CloudQueueMessage -> Task  
override DeleteMessageAsync :  
    message:CloudQueueMessage -> Task
```

VB

 Copy Co

```
Public Overridable Function DeleteMessageAsync(  
    message As CloudQueueMessage  
) As Task
```

Parameters

message

Type:

[Microsoft.WindowsAzure.Storage.Queue.CloudQueueMessageMicro](#)

See Also

[DeleteMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::DeleteMessageAsync Method
(CloudQueueMessage, QueueRequestOptions,
OperationContext)(CloudQueueMessage^,
QueueRequestOptions^, OperationContext^)
(CloudQueueMessage, QueueRequestOptions,
OperationContext)(CloudQueueMessage,
QueueRequestOptions, OperationContext)

C#C++F#VB

[See Also](#)

Deletes the message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task DeleteMessageAsync(  
    CloudQueueMessage message,  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual Task^ DeleteMessageAsync(  
    CloudQueueMessage^ message,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy F#

```
abstract DeleteMessageAsync :  
    message:CloudQueueMessage *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override DeleteMessageAsync :  
    message:CloudQueueMessage *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

VB

 Copy VB

```
Public Overridable Function DeleteMessageAsync(  
    message As CloudQueueMessage,
```


See Also

[DeleteMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.:.DeleteMessageAsync Method
(String, String)(String^, String^)(String, String)
(String, String)

C#C++F#VB

[See Also](#)

Deletes the message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task DeleteMessageAsync(  
    string messageId,  
    string popReceipt  
)
```

C++

 Copy Co

```
public:  
virtual Task^ DeleteMessageAsync(  
    String^ messageId,  
    String^ popReceipt  
)
```

F#

 Copy Co

```
abstract DeleteMessageAsync :  
    messageId:string *  
    popReceipt:string -> Task  
override DeleteMessageAsync :  
    messageId:string *  
    popReceipt:string -> Task
```

VB

 Copy Co

```
Public Overridable Function DeleteMessageAsync  
    messageId As String,  
    popReceipt As String  
) As Task
```

See Also

[DeleteMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::DeleteMessageAsync Method

C#C++F#VB

**(String, String, QueueRequestOptions,
OperationContext)(String^, String^, QueueRequestOptions^,
OperationContext^)(String, String, QueueRequestOptions,
OperationContext)(String, String, QueueRequestOptions,
OperationContext)**

[See Also](#)

Deletes the message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task DeleteMessageAsync(  
    string messageId,  
    string popReceipt,  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual Task^ DeleteMessageAsync(  
    String^ messageId,  
    String^ popReceipt,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy F#

```
abstract DeleteMessageAsync :  
    messageId:string *  
    popReceipt:string *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override DeleteMessageAsync :  
    messageId:string *  
    popReceipt:string *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```


See Also

[DeleteMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::DeleteMessageAsync Method

C#C++F#VB

**(String, String, QueueRequestOptions,
OperationContext, CancellationToken)(String^, String^,
QueueRequestOptions^, OperationContext^,
CancellationToken)(String, String, QueueRequestOptions,
OperationContext, CancellationToken)(String, String,
QueueRequestOptions, OperationContext, CancellationToken)**

[See Also](#)

Deletes the message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task DeleteMessageAsync(  
    string messageId,  
    string popReceipt,  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 Copy C++

```
public:  
virtual Task^ DeleteMessageAsync(  
    String^ messageId,  
    String^ popReceipt,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 Copy F#

```
abstract DeleteMessageAsync :  
    messageId:string *  
    popReceipt:string *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override DeleteMessageAsync :  
    messageId:string *  
    popReceipt:string *
```

See Also

[DeleteMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.ExistsAsync Method (0000)

C#C++F#VB

[See Also](#)

Checks existence of the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task<bool> ExistsAsync()
```

C++

 Copy Co

```
public:  
virtual Task<bool>^ ExistsAsync()
```

F#

 Copy Co

```
abstract ExistsAsync : unit -> Task<bool>  
override ExistsAsync : unit -> Task<bool>
```

VB

 Copy Co

```
Public Overridable Function ExistsAsync As Task
```

Return Value

Type:

[System.Threading.Tasks.Task<Boolean>](#)[System.Threading.Tasks::Task<Boolean>](#)
true if the queue exists.



See Also

[ExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.ExistsAsync Method

C#C++F#VB

(QueueRequestOptions, OperationContext)

(QueueRequestOptions^, OperationContext^)

(QueueRequestOptions, OperationContext)

(QueueRequestOptions, OperationContext)

[See Also](#)

Checks existence of the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task<bool> ExistsAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual Task<bool>^ ExistsAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy F#

```
abstract ExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task<bool>  
override ExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task<bool>
```

VB

 Copy VB

```
Public Overridable Function ExistsAsync (  
    options As QueueRequestOptions,  
    operationContext As OperationContext  
) As Task(Of Boolean)
```

See Also

[ExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.ExistsAsync Method

C#C++F#VB

**(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)**

(QueueRequestOptions, OperationContext, CancellationToken)

(QueueRequestOptions, OperationContext, CancellationToken)

[See Also](#)

Checks existence of the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task<bool> ExistsAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 Copy Co

```
public:  
virtual Task<bool>^ ExistsAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 Copy Co

```
abstract ExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override ExistsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 Copy Co

```
Public Overridable Function ExistsAsync (  
    options As QueueRequestOptions,
```


See Also

[ExistsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::FetchAttributesAsync Method (000) C#C++F#VB
()

[See Also](#)

Retrieves the queue's attributes.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task FetchAttributesAsync()
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ FetchAttributesAsync()
```

F#

 [Copy Code](#)

```
abstract FetchAttributesAsync : unit -> Task  
override FetchAttributesAsync : unit -> Task
```

VB

 [Copy Code](#)

```
Public Overridable Function FetchAttributesAsync
```

Return Value

Type:

[System.Threading.Tasks.TaskSystem.Threading.Tasks::Task](#)[^][System.Threa](#)

A Task that represents an asynchronous action.



See Also

[FetchAttributesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::FetchAttributesAsync Method
(QueueRequestOptions, OperationContext)
(QueueRequestOptions^, OperationContext^)
(QueueRequestOptions, OperationContext)
(QueueRequestOptions, OperationContext)

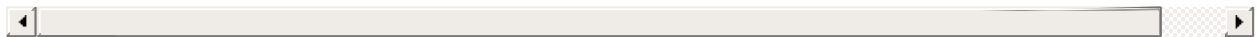
C#C++F#VB

[See Also](#)

Retrieves the queue's attributes.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task FetchAttributesAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ FetchAttributesAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 [Copy Code](#)

```
abstract FetchAttributesAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override FetchAttributesAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

VB

 [Copy Code](#)

```
Public Overridable Function FetchAttributesAsync(  
    options As QueueRequestOptions,  
    operationContext As OperationContext  
) As Task
```


See Also

[FetchAttributesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::FetchAttributesAsync Method

C#C++F#VB

**(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)**

(QueueRequestOptions, OperationContext, CancellationToken)

(QueueRequestOptions, OperationContext, CancellationToken)

[See Also](#)

Retrieves the queue's attributes.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task FetchAttributesAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 Copy C++

```
public:  
virtual Task^ FetchAttributesAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 Copy F#

```
abstract FetchAttributesAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override FetchAttributesAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 Copy VB

```
Public Overridable Function FetchAttributesAsy  
    options As QueueRequestOptions,
```

See Also

[FetchAttributesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.GetMessageAsync Method (0000) C#C++F#VB
[See Also](#)

Gets a single message from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<CloudQueueMessage> GetMessageAsync()
```

C++

 [Copy Code](#)

```
public:  
virtual Task<CloudQueueMessage^>^ GetMessageAsync()
```

F#

 [Copy Code](#)

```
abstract GetMessageAsync : unit -> Task<CloudQueueMessage>  
override GetMessageAsync : unit -> Task<CloudQueueMessage>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetMessageAsync As Task<CloudQueueMessage>
```

Return Value

Type:

[System.Threading.Tasks.Task<CloudQueueMessage>](#) [System.Threading.Tasks.Task](#)

A message.



See Also

[GetMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.GetMessageAsync Method
(Nullable<TimeSpan>, QueueRequestOptions,
OperationContext)(Nullable<TimeSpan>,
QueueRequestOptions^, OperationContext^)
(Nullable<TimeSpan>, QueueRequestOptions,
OperationContext)(Nullable(Of TimeSpan),
QueueRequestOptions, OperationContext)

C#C++F#VB

[See Also](#)

Gets a single message from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<CloudQueueMessage> GetMessageAsync(
    Nullable<TimeSpan> visibilityTimeout,
    QueueRequestOptions options,
    OperationContext operationContext
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<CloudQueueMessage^>^ GetMessageAsync(
    Nullable<TimeSpan> visibilityTimeout,
    QueueRequestOptions^ options,
    OperationContext^ operationContext
)
```

F#

 [Copy Code](#)

```
abstract GetMessageAsync :
    visibilityTimeout:Nullable<TimeSpan> *
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<CloudQueueMessage>
override GetMessageAsync :
    visibilityTimeout:Nullable<TimeSpan> *
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<CloudQueueMessage>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetMessageAsync (
    visibilityTimeout As Nullable(Of TimeSpan)
)
```

See Also

[GetMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::..GetMessageAsync Method

C#C++F#VB

**(Nullable<TimeSpan>, QueueRequestOptions,
OperationContext, CancellationToken)(Nullable<TimeSpan>,
QueueRequestOptions^, OperationContext^,
CancellationToken)(Nullable<TimeSpan>,
QueueRequestOptions, OperationContext, CancellationToken)
(Nullable(Of TimeSpan), QueueRequestOptions,
OperationContext, CancellationToken)**

[See Also](#)

Gets a single message from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<CloudQueueMessage> GetMessageAsync(
    Nullable<TimeSpan> visibilityTimeout,
    QueueRequestOptions options,
    OperationContext operationContext,
    CancellationToken cancellationToken
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<CloudQueueMessage^>^ GetMessageAsync(
    Nullable<TimeSpan> visibilityTimeout,
    QueueRequestOptions^ options,
    OperationContext^ operationContext,
    CancellationToken cancellationToken
)
```

F#

 [Copy Code](#)

```
abstract GetMessageAsync :
    visibilityTimeout:Nullable<TimeSpan> *
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<CloudQueueMessage>
override GetMessageAsync :
    visibilityTimeout:Nullable<TimeSpan> *
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<CloudQueueMessage>
```


See Also

[GetMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue....GetMessagesAsync Method (Int32) C#C++F#VB
(Int32)(Int32)(Int32)

[See Also](#)

Gets a list of messages from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<IEnumerable<CloudQueueMessage>>  
    (int messageCount  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task<IEnumerable<CloudQueueMessage^>^>  
    (int messageCount  
)
```

F#

 [Copy Code](#)

```
abstract GetMessagesAsync :  
    messageCount:int -> Task<IEnumerable<CloudQueueMessage>>  
override GetMessagesAsync :  
    messageCount:int -> Task<IEnumerable<CloudQueueMessage>>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetMessagesAsync (  
    messageCount As Integer  
) As Task(Of IEnumerable(Of CloudQueueMessage))
```

Parameters

messageCount

Type: [System.Int32System::Int32System.Int32System.Int32](#)

The number of messages to retrieve.

See Also

[GetMessagesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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**CloudQueue.::..GetMessagesAsync Method (Int32, C#C++F#VB
Nullable<TimeSpan>, QueueRequestOptions,
OperationContext)(Int32, Nullable<TimeSpan>,
QueueRequestOptions^, OperationContext^)(Int32,
Nullable<TimeSpan>, QueueRequestOptions,
OperationContext)(Int32, Nullable(Of TimeSpan),
QueueRequestOptions, OperationContext)**

[See Also](#)

Gets a list of messages from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<IEnumerable<CloudQueueMessage>>  
    (int messageCount,  
    Nullable<TimeSpan> visibilityTimeout,  
    QueueRequestOptions options,  
    OperationContext operationContext  
    )
```

C++

 [Copy Code](#)

```
public:  
virtual Task<IEnumerable<CloudQueueMessage^>>  
    (int messageCount,  
    Nullable<TimeSpan> visibilityTimeout,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
    )
```

F#

 [Copy Code](#)

```
abstract GetMessagesAsync :  
    messageCount:int *  
    visibilityTimeout:Nullable<TimeSpan> *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task<IEnumerable<CloudQueueMessage>>  
override GetMessagesAsync :  
    messageCount:int *  
    visibilityTimeout:Nullable<TimeSpan> *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task<IEnumerable<CloudQueueMessage>>
```


See Also

[GetMessagesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



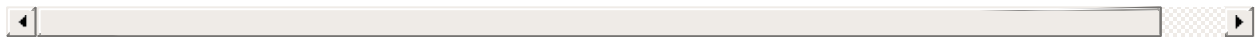
**CloudQueue.::..GetMessagesAsync Method (Int32, C#C++F#VB
Nullable<TimeSpan>, QueueRequestOptions,
OperationContext, CancellationToken)(Int32,
Nullable<TimeSpan>, QueueRequestOptions^,
OperationContext^, CancellationToken)(Int32,
Nullable<TimeSpan>, QueueRequestOptions,
OperationContext, CancellationToken)(Int32, Nullable(Of
TimeSpan), QueueRequestOptions, OperationContext,
CancellationToken)**

[See Also](#)

Gets a list of messages from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task<IEnumerable<CloudQueueMessage>>  
    (int messageCount,  
    Nullable<TimeSpan> visibilityTimeout,  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
    )
```

C++

 Copy C++

```
public:  
virtual Task<IEnumerable<CloudQueueMessage^>>  
    (int messageCount,  
    Nullable<TimeSpan> visibilityTimeout,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
    )
```

F#

 Copy F#

```
abstract GetMessagesAsync :  
    messageCount:int *  
    visibilityTimeout:Nullable<TimeSpan> *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override GetMessagesAsync :  
    messageCount:int *  
    visibilityTimeout:Nullable<TimeSpan> *
```

See Also

[GetMessagesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.GetPermissionsAsync Method (0000)C#C++F#VB
[See Also](#)

Gets the permissions settings for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<QueuePermissions> GetPermissions
```

C++

 [Copy Code](#)

```
public:  
virtual Task<QueuePermissions^>^ GetPermissions
```

F#

 [Copy Code](#)

```
abstract GetPermissionsAsync : unit -> Task<QueuePermissions>  
override GetPermissionsAsync : unit -> Task<QueuePermissions>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetPermissionsAsync
```

Return Value

Type:

[System.Threading.Tasks.Task](#)<[QueuePermissions](#)> [System.Threading.Tasks.Task](#)

The queue's permissions.



See Also

[GetPermissionsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.GetPermissionsAsync Method
(QueueRequestOptions, OperationContext)
(QueueRequestOptions^, OperationContext^)
(QueueRequestOptions, OperationContext)
(QueueRequestOptions, OperationContext)

C#C++F#VB

[See Also](#)

Gets the permissions settings for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<QueuePermissions> GetPermissionsAsync(
    QueueRequestOptions options,
    OperationContext operationContext
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<QueuePermissions^> GetPermissionsAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext
)
```

F#

 [Copy Code](#)

```
abstract GetPermissionsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<QueuePermissions>
override GetPermissionsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<QueuePermissions>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetPermissionsAsync(
    options As QueueRequestOptions,
    operationContext As OperationContext
) As Task(Of QueuePermissions)
```

See Also

[GetPermissionsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue....GetPermissionsAsync Method

C#C++F#VB

**(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,**

OperationContext^, CancellationToken)

(QueueRequestOptions, OperationContext, CancellationToken)

(QueueRequestOptions, OperationContext, CancellationToken)

[See Also](#)

Gets the permissions settings for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task<QueuePermissions> GetPermi  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 Copy Co

```
public:  
virtual Task<QueuePermissions^>^ GetPermission  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 Copy Co

```
abstract GetPermissionsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override GetPermissionsAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 Copy Co

```
Public Overridable Function GetPermissionsAsyr  
    options As QueueRequestOptions,
```


See Also

[GetPermissionsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::GetSharedAccessSignature Method C#C++F#VB
(SharedAccessQueuePolicy)
(SharedAccessQueuePolicy^)(SharedAccessQueuePolicy)
(SharedAccessQueuePolicy)

[See Also](#)

Returns a shared access signature for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string GetSharedAccessSignature(  
    SharedAccessQueuePolicy policy  
)
```

C++

 Copy Co

```
public:  
String^ GetSharedAccessSignature(  
    SharedAccessQueuePolicy^ policy  
)
```

F#

 Copy Co

```
member GetSharedAccessSignature :  
    policy:SharedAccessQueuePolicy -> string
```

VB

 Copy Co

```
Public Function GetSharedAccessSignature (  
    policy As SharedAccessQueuePolicy  
) As String
```

Parameters

policy

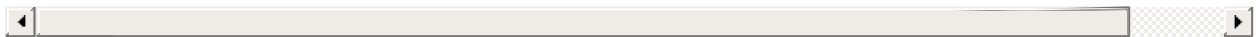
Type:

[Microsoft.WindowsAzure.Storage.Queue.SharedAccessQueuePolicy](#)

A [SharedAccessQueuePolicy](#) object specifying the access policy for the shared access signature.

Remarks

The query string returned includes the leading question mark.



See Also

[GetSharedAccessSignature Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



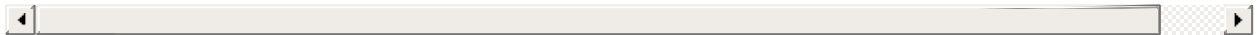
CloudQueue.::GetSharedAccessSignature Method C#C++F#VB
(SharedAccessQueuePolicy, String)
(SharedAccessQueuePolicy^, String^)
(SharedAccessQueuePolicy, String)(SharedAccessQueuePolicy,
String)

[See Also](#)

Returns a shared access signature for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public string GetSharedAccessSignature(  
    SharedAccessQueuePolicy policy,  
    string accessPolicyIdentifier  
)
```

C++

 [Copy Code](#)

```
public:  
String^ GetSharedAccessSignature(  
    SharedAccessQueuePolicy^ policy,  
    String^ accessPolicyIdentifier  
)
```

F#

 [Copy Code](#)

```
member GetSharedAccessSignature :  
    policy:SharedAccessQueuePolicy *  
    accessPolicyIdentifier:string -> string
```

VB

 [Copy Code](#)

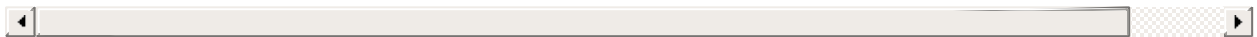
```
Public Function GetSharedAccessSignature (  
    policy As SharedAccessQueuePolicy,  
    accessPolicyIdentifier As String  
) As String
```

Parameters

policy

Remarks

The query string returned includes the leading question mark.



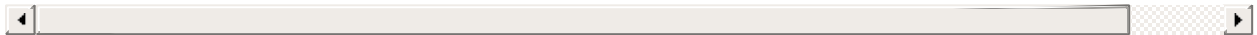
See Also

[GetSharedAccessSignature Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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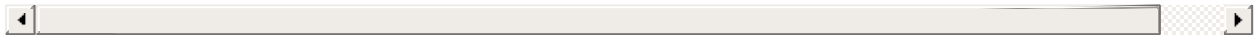
CloudQueue.::.GetSharedAccessSignature Method C#C++F#VB
(SharedAccessQueuePolicy, String,
Nullable<SharedAccessProtocol>, IPAddressOrRange)
(SharedAccessQueuePolicy^, String^,
Nullable<SharedAccessProtocol>, IPAddressOrRange^)
(SharedAccessQueuePolicy, String,
Nullable<SharedAccessProtocol>, IPAddressOrRange)
(SharedAccessQueuePolicy, String, Nullable(Of
SharedAccessProtocol), IPAddressOrRange)

[See Also](#)

Returns a shared access signature for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public string GetSharedAccessSignature(  
    SharedAccessQueuePolicy policy,  
    string accessPolicyIdentifier,  
    Nullable<SharedAccessProtocol> protocols,  
    IPAddressOrRange ipAddressOrRange  
)
```

C++

 Copy C++

```
public:  
String^ GetSharedAccessSignature(  
    SharedAccessQueuePolicy^ policy,  
    String^ accessPolicyIdentifier,  
    Nullable<SharedAccessProtocol> protocols,  
    IPAddressOrRange^ ipAddressOrRange  
)
```

F#

 Copy F#

```
member GetSharedAccessSignature :  
    policy:SharedAccessQueuePolicy *  
    accessPolicyIdentifier:string *  
    protocols:Nullable<SharedAccessProtocol> *  
    ipAddressOrRange:IPAddressOrRange -> string
```

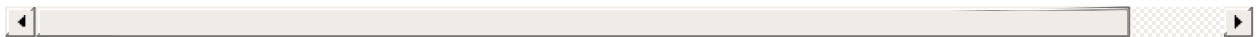
VB

 Copy VB

```
Public Function GetSharedAccessSignature (  
    policy As SharedAccessQueuePolicy,  
    accessPolicyIdentifier As String,
```

Remarks

The query string returned includes the leading question mark.



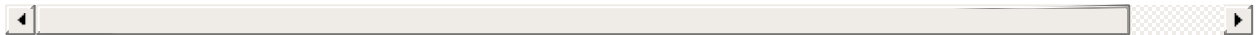
See Also

[GetSharedAccessSignature Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.:.PeekMessageAsync Method (000) C#C++F#VB
[See Also](#)

Peeks a single message from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<CloudQueueMessage> PeekMess
```

C++

 [Copy Code](#)

```
public:  
virtual Task<CloudQueueMessage^> PeekMessageAs
```

F#

 [Copy Code](#)

```
abstract PeekMessageAsync : unit -> Task<CloudQ  
override PeekMessageAsync : unit -> Task<CloudQ
```

VB

 [Copy Code](#)

```
Public Overridable Function PeekMessageAsync As
```

Return Value

Type:

[System.Threading.Tasks.Task<CloudQueueMessage>](#)
A message.



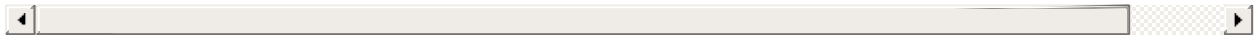
See Also

[PeekMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.:.PeekMessageAsync Method
(QueueRequestOptions, OperationContext)
(QueueRequestOptions^, OperationContext^)
(QueueRequestOptions, OperationContext)
(QueueRequestOptions, OperationContext)

C#C++F#VB

[See Also](#)

Peeks a single message from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<CloudQueueMessage> PeekMessageAsync(
    QueueRequestOptions options,
    OperationContext operationContext
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<CloudQueueMessage^> PeekMessageAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext
)
```

F#

 [Copy Code](#)

```
abstract PeekMessageAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<CloudQueueMessage>
override PeekMessageAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<CloudQueueMessage>
```

VB

 [Copy Code](#)

```
Public Overridable Function PeekMessageAsync (
    options As QueueRequestOptions,
    operationContext As OperationContext
) As Task(Of CloudQueueMessage)
```

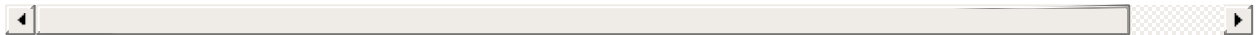
See Also

[PeekMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.:.PeekMessageAsync Method
(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)

C#C++F#VB

(QueueRequestOptions, OperationContext, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)

[See Also](#)

Peeks a single message from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<CloudQueueMessage> PeekMessageAsync(
    QueueRequestOptions options,
    OperationContext operationContext,
    CancellationToken cancellationToken
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<CloudQueueMessage^> PeekMessageAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext,
    CancellationToken cancellationToken
)
```

F#

 [Copy Code](#)

```
abstract PeekMessageAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<CloudQueueMessage>
override PeekMessageAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<CloudQueueMessage>
```

VB

 [Copy Code](#)

```
Public Overridable Function PeekMessageAsync (
    options As QueueRequestOptions,
```

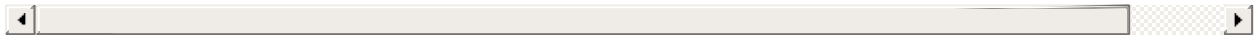
See Also

[PeekMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue....PeekMessagesAsync Method (Int32) C#C++F#VB
(Int32)(Int32)(Int32)

[See Also](#)

Peeks a list of messages from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task<IEnumerable<CloudQueueMessage>>  
    (int messageCount  
)
```

C++

 Copy C++

```
public:  
virtual Task<IEnumerable<CloudQueueMessage^>^>  
    (int messageCount  
)
```

F#

 Copy F#

```
abstract PeekMessagesAsync :  
    messageCount:int -> Task<IEnumerable<CloudQueueMessage>>  
override PeekMessagesAsync :  
    messageCount:int -> Task<IEnumerable<CloudQueueMessage>>
```

VB

 Copy VB

```
Public Overridable Function PeekMessagesAsync  
    messageCount As Integer  
) As Task(Of IEnumerable(Of CloudQueueMessage))
```

Parameters

messageCount

Type: [System.Int32](#)
[System.Int32](#)
[System.Int32](#)

The number of messages to retrieve.

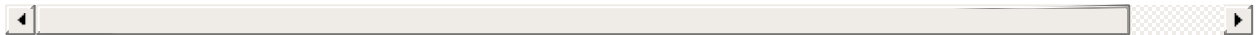
See Also

[PeekMessagesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.:.PeekMessagesAsync Method

C#C++F#VB

(Int32, QueueRequestOptions, OperationContext)

(Int32, QueueRequestOptions^, OperationContext^)(Int32,

QueueRequestOptions, OperationContext)(Int32,

QueueRequestOptions, OperationContext)

[See Also](#)

Peeks a list of messages from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task<IEnumerable<CloudQueueMess  
    int messageCount,  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy Co

```
public:  
virtual Task<IEnumerable<CloudQueueMessage^>^>  
    int messageCount,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy Co

```
abstract PeekMessagesAsync :  
    messageCount:int *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> T  
override PeekMessagesAsync :  
    messageCount:int *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> T
```

VB

 Copy Co

```
Public Overridable Function PeekMessagesAsync  
    messageCount As Integer,
```

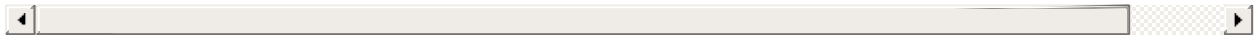
See Also

[PeekMessagesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue....PeekMessagesAsync Method C#C++F#VB
(Int32, QueueRequestOptions, OperationContext, CancellationToken)(Int32, QueueRequestOptions^, OperationContext^, CancellationToken)(Int32, QueueRequestOptions, OperationContext, CancellationToken)
(Int32, QueueRequestOptions, OperationContext, CancellationToken)

[See Also](#)

Peeks a list of messages from the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public virtual Task<IEnumerable<CloudQueueMessage>>  
    int messageCount,  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 [Copy](#) [Copy](#)

```
public:  
virtual Task<IEnumerable<CloudQueueMessage^>^>  
    int messageCount,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 [Copy](#) [Copy](#)

```
abstract PeekMessagesAsync :  
    messageCount:int *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override PeekMessagesAsync :  
    messageCount:int *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

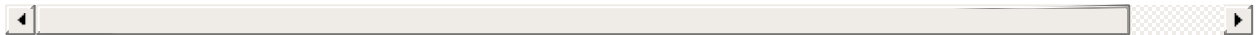
See Also

[PeekMessagesAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::SetMetadataAsync Method (0000) C#C++F#VB
[See Also](#)

Sets the queue's user-defined metadata.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co


```
public virtual Task SetMetadataAsync()
```

C++

 Copy Co

```
public:  
virtual Task^ SetMetadataAsync()
```

F#

 Copy Co

```
abstract SetMetadataAsync : unit -> Task  
override SetMetadataAsync : unit -> Task
```

VB

 Copy Co

```
Public Overridable Function SetMetadataAsync As
```

Return Value

Type:

[System.Threading.Tasks.TaskSystem.Threading.Tasks::Task](#)[^][System.Threa](#)

A Task that represents an asynchronous action.



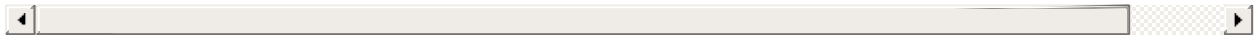
See Also

[SetMetadataAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::SetMetadataAsync Method
(QueueRequestOptions, OperationContext)
(QueueRequestOptions^, OperationContext^)
(QueueRequestOptions, OperationContext)
(QueueRequestOptions, OperationContext)

C#C++F#VB

[See Also](#)

Sets the queue's user-defined metadata.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task SetMetadataAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ SetMetadataAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 [Copy Code](#)

```
abstract SetMetadataAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override SetMetadataAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

VB

 [Copy Code](#)

```
Public Overridable Function SetMetadataAsync (  
    options As QueueRequestOptions,  
    operationContext As OperationContext  
) As Task
```

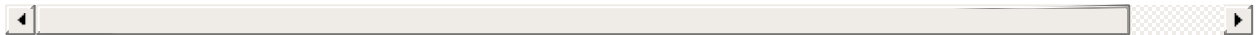
See Also

[SetMetadataAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::SetMetadataAsync Method
(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)

C#C++F#VB

(QueueRequestOptions, OperationContext, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)

[See Also](#)

Sets the queue's user-defined metadata.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task SetMetadataAsync(  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ SetMetadataAsync(  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 [Copy Code](#)

```
abstract SetMetadataAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override SetMetadataAsync :  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

VB

 [Copy Code](#)

```
Public Overridable Function SetMetadataAsync (  
    options As QueueRequestOptions,
```

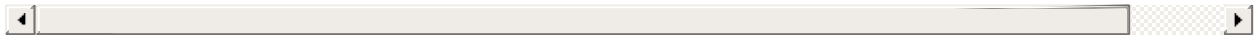
See Also

[SetMetadataAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::SetPermissionsAsync Method
(QueuePermissions)(QueuePermissions^)
(QueuePermissions)(QueuePermissions)

C#C++F#VB

[See Also](#)

Sets permissions for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task SetPermissionsAsync(  
    QueuePermissions permissions  
)
```

C++

 Copy Co

```
public:  
virtual Task^ SetPermissionsAsync(  
    QueuePermissions^ permissions  
)
```

F#

 Copy Co

```
abstract SetPermissionsAsync :  
    permissions:QueuePermissions -> Task  
override SetPermissionsAsync :  
    permissions:QueuePermissions -> Task
```

VB

 Copy Co

```
Public Overridable Function SetPermissionsAsync(  
    permissions As QueuePermissions  
) As Task
```

Parameters

permissions

Type:

[Microsoft.WindowsAzure.Storage.Queue.Protocol.QueuePermissions](#)

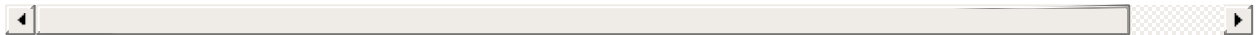
See Also

[SetPermissionsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::SetPermissionsAsync Method

C#C++F#VB

**(QueuePermissions, QueueRequestOptions,
OperationContext)(QueuePermissions^,
QueueRequestOptions^, OperationContext^)
(QueuePermissions, QueueRequestOptions, OperationContext)
(QueuePermissions, QueueRequestOptions, OperationContext)**

[See Also](#)

Sets permissions for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task SetPermissionsAsync(  
    QueuePermissions permissions,  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual Task^ SetPermissionsAsync(  
    QueuePermissions^ permissions,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy F#

```
abstract SetPermissionsAsync :  
    permissions:QueuePermissions *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override SetPermissionsAsync :  
    permissions:QueuePermissions *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task
```

VB

 Copy VB

```
Public Overridable Function SetPermissionsAsyn  
    permissions As QueuePermissions,
```

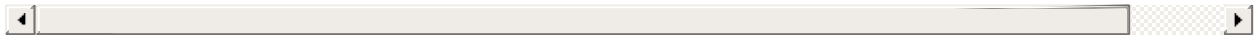
See Also

[SetPermissionsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::SetPermissionsAsync Method

C#C++F#VB

**(QueuePermissions, QueueRequestOptions,
OperationContext, CancellationToken)(QueuePermissions^,
QueueRequestOptions^, OperationContext^,
CancellationToken)(QueuePermissions, QueueRequestOptions,
OperationContext, CancellationToken)(QueuePermissions,
QueueRequestOptions, OperationContext, CancellationToken)**

[See Also](#)

Sets permissions for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task SetPermissionsAsync(  
    QueuePermissions permissions,  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 Copy Co

```
public:  
virtual Task^ SetPermissionsAsync(  
    QueuePermissions^ permissions,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 Copy Co

```
abstract SetPermissionsAsync :  
    permissions:QueuePermissions *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override SetPermissionsAsync :  
    permissions:QueuePermissions *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```

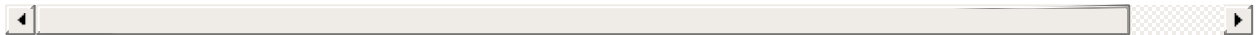
See Also

[SetPermissionsAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::UpdateMessageAsync Method

C#C++F#VB

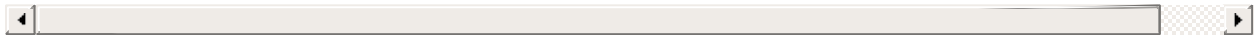
**(CloudQueueMessage, TimeSpan,
MessageUpdateFields)(CloudQueueMessage^, TimeSpan,
MessageUpdateFields)(CloudQueueMessage, TimeSpan,
MessageUpdateFields)(CloudQueueMessage, TimeSpan,
MessageUpdateFields)**

[See Also](#)

Updates a message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task UpdateMessageAsync(  
    CloudQueueMessage message,  
    TimeSpan visibilityTimeout,  
    MessageUpdateFields updateFields  
)
```

C++

 Copy Co

```
public:  
virtual Task^ UpdateMessageAsync(  
    CloudQueueMessage^ message,  
    TimeSpan visibilityTimeout,  
    MessageUpdateFields updateFields  
)
```

F#

 Copy Co

```
abstract UpdateMessageAsync :  
    message:CloudQueueMessage *  
    visibilityTimeout:TimeSpan *  
    updateFields:MessageUpdateFields -> Ta  
override UpdateMessageAsync :  
    message:CloudQueueMessage *  
    visibilityTimeout:TimeSpan *  
    updateFields:MessageUpdateFields -> Ta
```

VB

 Copy Co

```
Public Overridable Function UpdateMessageAsync  
    message As CloudQueueMessage,
```

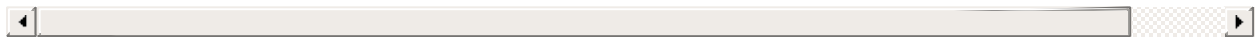
See Also

[UpdateMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::UpdateMessageAsync Method

C#C++F#VB

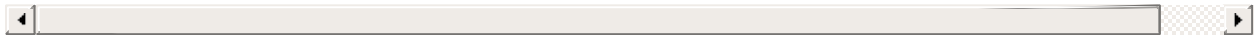
**(CloudQueueMessage, TimeSpan,
MessageUpdateFields, QueueRequestOptions,
OperationContext)(CloudQueueMessage^, TimeSpan,
MessageUpdateFields, QueueRequestOptions^,
OperationContext^)(CloudQueueMessage, TimeSpan,
MessageUpdateFields, QueueRequestOptions,
OperationContext)(CloudQueueMessage, TimeSpan,
MessageUpdateFields, QueueRequestOptions,
OperationContext)**

[See Also](#)

Updates a message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task UpdateMessageAsync(  
    CloudQueueMessage message,  
    TimeSpan visibilityTimeout,  
    MessageUpdateFields updateFields,  
    QueueRequestOptions options,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual Task^ UpdateMessageAsync(  
    CloudQueueMessage^ message,  
    TimeSpan visibilityTimeout,  
    MessageUpdateFields updateFields,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext  
)
```

F#

 Copy F#

```
abstract UpdateMessageAsync :  
    message:CloudQueueMessage *  
    visibilityTimeout:TimeSpan *  
    updateFields:MessageUpdateFields *  
    options:QueueRequestOptions *  
    operationContext:OperationContext -> Task  
override UpdateMessageAsync :  
    message:CloudQueueMessage *  
    visibilityTimeout:TimeSpan *
```

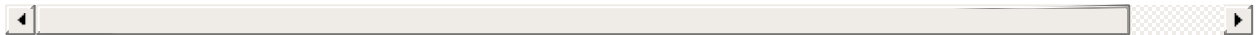
See Also

[UpdateMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueue.::UpdateMessageAsync Method

C#C++F#VB

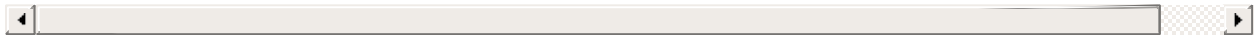
**(CloudQueueMessage, TimeSpan,
MessageUpdateFields, QueueRequestOptions,
OperationContext, CancellationToken)(CloudQueueMessage^,
TimeSpan, MessageUpdateFields, QueueRequestOptions^,
OperationContext^, CancellationToken)(CloudQueueMessage,
TimeSpan, MessageUpdateFields, QueueRequestOptions,
OperationContext, CancellationToken)(CloudQueueMessage,
TimeSpan, MessageUpdateFields, QueueRequestOptions,
OperationContext, CancellationToken)**

[See Also](#)

Updates a message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task UpdateMessageAsync(  
    CloudQueueMessage message,  
    TimeSpan visibilityTimeout,  
    MessageUpdateFields updateFields,  
    QueueRequestOptions options,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ UpdateMessageAsync(  
    CloudQueueMessage^ message,  
    TimeSpan visibilityTimeout,  
    MessageUpdateFields updateFields,  
    QueueRequestOptions^ options,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 [Copy Code](#)

```
abstract UpdateMessageAsync :  
    message:CloudQueueMessage *  
    visibilityTimeout:TimeSpan *  
    updateFields:MessageUpdateFields *  
    options:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken *
```

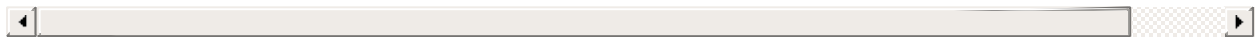
See Also

[UpdateMessageAsync Overload](#)

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient Constructor (StorageUri, StorageCredentials)(StorageUri^, StorageCredentials^)(StorageUri, StorageCredentials) (StorageUri, StorageCredentials)

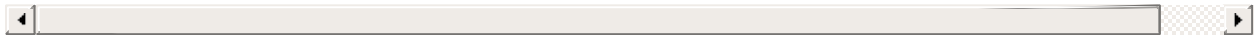
C#C++F#VB

[See Also](#)

Initializes a new instance of the [CloudQueueClient](#) class using the specified Queue service endpoint and account credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudQueueClient(  
    StorageUri storageUri,  
    StorageCredentials credentials  
)
```

C++

 [Copy Code](#)

```
public:  
CloudQueueClient(  
    StorageUri^ storageUri,  
    StorageCredentials^ credentials  
)
```

F#

 [Copy Code](#)

```
new :  
    storageUri:StorageUri *  
    credentials:StorageCredentials -> CloudQueueClient
```

VB

 [Copy Code](#)

```
Public Sub New (  
    storageUri As StorageUri,  
    credentials As StorageCredentials  
)
```

Parameters

storageUri

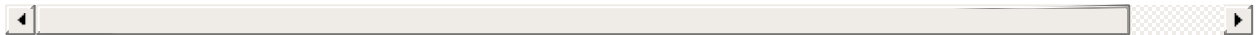
See Also

[CloudQueueClient Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



**CloudQueueClient Constructor (Uri,
StorageCredentials)(Uri^, StorageCredentials^)
(Uri, StorageCredentials)(Uri, StorageCredentials)**

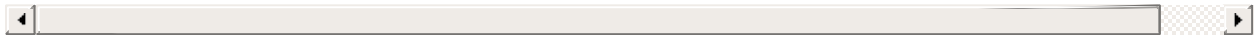
C#C++F#VB

[See Also](#)

Initializes a new instance of the [CloudQueueClient](#) class using the specified Queue service endpoint and account credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)




Syntax

C#

 [Copy Code](#)

```
public CloudQueueClient(  
    Uri baseUri,  
    StorageCredentials credentials  
)
```

C++

 [Copy Code](#)

```
public:  
CloudQueueClient(  
    Uri^ baseUri,  
    StorageCredentials^ credentials  
)
```

F#

 [Copy Code](#)

```
new :  
    baseUri:Uri *  
    credentials:StorageCredentials -> CloudQueueClient
```

VB

 [Copy Code](#)

```
Public Sub New (  
    baseUri As Uri,  
    credentials As StorageCredentials  
)
```

Parameters

baseUri

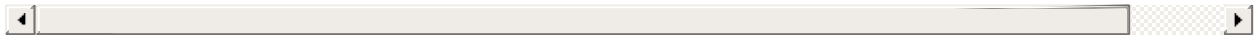
See Also

[CloudQueueClient Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.AuthenticationScheme

C#C++F#VB

PropertyCloudQueueClient::AuthenticationScheme

PropertyCloudQueueClient.AuthenticationScheme

PropertyCloudQueueClient.AuthenticationScheme Property

[See Also](#)

Gets or sets the authentication scheme to use to sign HTTP requests.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public AuthenticationScheme AuthenticationScheme
```

C++

 [Copy Code](#)

```
public:  
property AuthenticationScheme AuthenticationScheme  
    AuthenticationScheme get();  
    void set(AuthenticationScheme value);  
}
```

F#

 [Copy Code](#)

```
member AuthenticationScheme : AuthenticationScheme
```

VB

 [Copy Code](#)

```
Public Property AuthenticationScheme As AuthenticationScheme
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.AuthenticationSchemeMicrosoft.WindowsAzure.Storage.AuthenticationScheme](#)



See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.BaseUri

C#C++F#VB

PropertyCloudQueueClient::BaseUri

PropertyCloudQueueClient.BaseUri

PropertyCloudQueueClient.BaseUri Property

[See Also](#)

Gets the base URI for the Queue service client, at the primary location.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public Uri BaseUri { get; }
```

C++

 [Copy](#) [Copy](#)

```
public:  
property Uri^ BaseUri {  
    Uri^ get();  
}
```

F#

 [Copy](#) [Copy](#)

```
member BaseUri : Uri with get
```

VB

 [Copy](#) [Copy](#)

```
Public ReadOnly Property BaseUri As Uri
```

Property Value

Type: [System.UriSystem::Uri](#)[^][System.UriSystem.Uri](#)

A Uri object for the Queue service client, at the primary location.



See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.BufferManager

C#C++F#VB

PropertyCloudQueueClient::BufferManager

PropertyCloudQueueClient.BufferManager

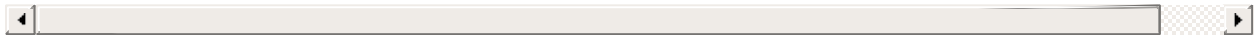
PropertyCloudQueueClient.BufferManager Property

[See Also](#)

Gets or sets a buffer manager that implements the [IBufferManager](#) interface, specifying a buffer pool for use with operations against the Queue service client.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public IBufferManager BufferManager { get; set;
```

C++

 [Copy Code](#)

```
public:  
property IBufferManager^ BufferManager {  
    IBufferManager^ get();  
    void set(IBufferManager^ value);  
}
```

F#

 [Copy Code](#)

```
member BufferManager : IBufferManager with get,
```

VB

 [Copy Code](#)

```
Public Property BufferManager As IBufferManager
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.IBufferManager](#)[Microsoft.WindowsAzure.Storage.IBufferManager](#)

An object of type [IBufferManager](#).



See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



IBufferManager Interface

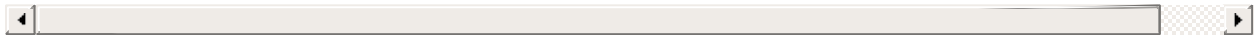
C#C++F#VB

[See Also](#)

An interface that allows clients to provide a buffer manager to a given service client. This interface is patterned after the [System.ServiceModel.Channels.BufferManager](#) class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public interface IBufferManager
```

C++

 [Copy](#) [Copy](#)

```
public interface class IBufferManager
```

F#

 [Copy](#) [Copy](#)

```
type IBufferManager = interface end
```




VB

 [Copy](#) [Copy](#)

```
Public Interface IBufferManager
```



Methods

| | Name | Description |
|---|---|--|
|  | <u>GetDefaultBufferSize()</u> | Gets the size, in bytes, of the buffers managed by the given pool. Note that the buffer manager must return buffers of the exact size requested by the client. |
|  | <u>ReturnBuffer(Byte[])(array<Byte>^)(Byte[])(Byte())</u> | Returns a buffer from the pool. |
|  | <u>TakeBuffer(Int32)(Int32)(Int32)(Int32)</u> | Gets a buffer of the specified size or larger from the pool. |

See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudQueueClient.Credentials

C#C++F#VB

PropertyCloudQueueClient::Credentials

PropertyCloudQueueClient.Credentials

PropertyCloudQueueClient.Credentials Property

[See Also](#)

Gets the account credentials used to create the Queue service client.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageCredentials Credentials { get; pr
```

C++

 [Copy Code](#)

```
public:  
property StorageCredentials^ Credentials {  
    StorageCredentials^ get();  
    private: void set(StorageCredentials^ v  
}
```

F#

 [Copy Code](#)

```
member Credentials : StorageCredentials with ge
```

VB

 [Copy Code](#)

```
Public Property Credentials As StorageCredentialia  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Auth.StorageCredentials](#)
A [StorageCredentials](#) object.



See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.DefaultRequestOptions

C#C++F#VB

PropertyCloudQueueClient::DefaultRequestOptions

PropertyCloudQueueClient.DefaultRequestOptions

PropertyCloudQueueClient.DefaultRequestOptions Property

[See Also](#)

Gets and sets the default request options for requests made via the Queue service client.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public QueueRequestOptions DefaultRequestOption
```

C++

 [Copy Code](#)

```
public:  
property QueueRequestOptions^ DefaultRequestOpt  
    QueueRequestOptions^ get();  
    void set(QueueRequestOptions^ value);  
}
```

F#

 [Copy Code](#)

```
member DefaultRequestOptions : QueueRequestOpti
```

VB

 [Copy Code](#)

```
Public Property DefaultRequestOptions As QueueR
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Queue.QueueRequestOptionsMicrosoft.](#)

A [QueueRequestOptions](#) object.



See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.StorageUri

C#C++F#VB

PropertyCloudQueueClient::StorageUri

PropertyCloudQueueClient.StorageUri

PropertyCloudQueueClient.StorageUri Property

[See Also](#)

Gets the Queue service endpoints for both the primary and secondary locations.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageUri StorageUri { get; private set
```

C++

 Copy Co

```
public:  
property StorageUri^ StorageUri {  
    StorageUri^ get();  
    private: void set(StorageUri^ value);  
}
```

F#

 Copy Co

```
member StorageUri : StorageUri with get, privat
```

VB

 Copy Co

```
Public Property StorageUri As StorageUri  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)[Microsoft.WindowsAzure.St](#)

An object of type **StorageUriStorageUriStorageUriStorageUri** containin
Queue service URIs for both the primary and secondary locations.



See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.::GetQueueReference Method C#C++F#VB
(String)(String^)(String)(String)

[See Also](#)

Returns a reference to a [CloudQueue](#) object with the specified name.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public CloudQueue GetQueueReference(  
    string queueName  
)
```

C++

 Copy Co

```
public:  
CloudQueue^ GetQueueReference(  
    String^ queueName  
)
```

F#

 Copy Co

```
member GetQueueReference :  
    queueName:string -> CloudQueue
```

VB

 Copy Co

```
Public Function GetQueueReference (  
    queueName As String  
) As CloudQueue
```

Parameters

queueName

Type: [System.StringSystem::String](#)[^][System.StringSystem.String](#)

A string containing the name of the queue.

See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.::.GetServicePropertiesAsync Method (())()

C#C++F#VB

[See Also](#)

Gets the properties of the blob service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<ServiceProperties> GetServicePropertiesAsync()
```

C++

 [Copy Code](#)

```
public:  
virtual Task<ServiceProperties^> GetServicePropertiesAsync()
```

F#

 [Copy Code](#)

```
abstract GetServicePropertiesAsync : unit -> Task<ServiceProperties>  
override GetServicePropertiesAsync : unit -> Task<ServiceProperties>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetServicePropertiesAsync()
```

Return Value

Type:

[System.Threading.Tasks.Task](#)<[ServiceProperties](#)>[System.Threading.Tasks.Task](#):

The blob service properties.



See Also

[GetServicePropertiesAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.:::GetServicePropertiesAsync C#C++F#VB
Method (QueueRequestOptions, OperationContext)
(QueueRequestOptions^, OperationContext^)
(QueueRequestOptions, OperationContext)
(QueueRequestOptions, OperationContext)

[See Also](#)

Gets the properties of the blob service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<ServiceProperties> GetServicePropertiesAsync(
    QueueRequestOptions options,
    OperationContext operationContext
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<ServiceProperties^>^ GetServicePropertiesAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext
)
```

F#

 [Copy Code](#)

```
abstract GetServicePropertiesAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<ServiceProperties>
override GetServicePropertiesAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<ServiceProperties>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetServicePropertiesAsync(
    options As QueueRequestOptions,
    operationContext As OperationContext
) As Task(Of ServiceProperties)
```

See Also

[GetServicePropertiesAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.::.GetServicePropertiesAsync C#C++F#VB
Method (QueueRequestOptions,
OperationContext, CancellationToken)
(QueueRequestOptions^, OperationContext^,
CancellationToken)(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions, OperationContext,
CancellationToken)

[See Also](#)

Gets the properties of the blob service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task<ServiceProperties> GetServicePropertiesAsync(
    QueueRequestOptions options,
    OperationContext operationContext,
    CancellationToken cancellationToken
)
```

C++

 Copy Co

```
public:
virtual Task<ServiceProperties^>^ GetServicePropertiesAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext,
    CancellationToken cancellationToken
)
```

F#

 Copy Co

```
abstract GetServicePropertiesAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<ServiceProperties>
override GetServicePropertiesAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<ServiceProperties>
```

VB

 Copy Co

```
Public Overridable Function GetServicePropertiesAsync(
    options As QueueRequestOptions,
```


See Also

[GetServicePropertiesAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueClient.::.GetServiceStatsAsync Method C#C++F#VB
0000

[See Also](#)

Gets the stats of the queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<ServiceStats> GetServiceSta
```

C++

 [Copy Code](#)

```
public:  
virtual Task<ServiceStats^> GetServiceStatsAsy
```

F#

 [Copy Code](#)

```
abstract GetServiceStatsAsync : unit -> Task<Se  
override GetServiceStatsAsync : unit -> Task<Se
```

VB

 [Copy Code](#)

```
Public Overridable Function GetServiceStatsAsyn
```

Return Value

Type:

[System.Threading.Tasks.Task](#)<[ServiceStats](#)> [System.Threading.Tasks::Task](#)

The queue service stats.



See Also

[GetServiceStatsAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.::.GetServiceStatsAsync Method C#C++F#VB
(QueueRequestOptions, OperationContext)
(QueueRequestOptions^, OperationContext^)
(QueueRequestOptions, OperationContext)
(QueueRequestOptions, OperationContext)

[See Also](#)

Gets the stats of the queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<ServiceStats> GetServiceStatsAsync(
    QueueRequestOptions options,
    OperationContext operationContext
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<ServiceStats^> GetServiceStatsAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext
)
```

F#

 [Copy Code](#)

```
abstract GetServiceStatsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<ServiceStats>
override GetServiceStatsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext -> Task<ServiceStats>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetServiceStatsAsync(
    options As QueueRequestOptions,
    operationContext As OperationContext
) As Task(Of ServiceStats)
```


See Also

[GetServiceStatsAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.::GetServiceStatsAsync Method C#C++F#VB
(QueueRequestOptions, OperationContext,
CancellationToken)(QueueRequestOptions^,
OperationContext^, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)
(QueueRequestOptions, OperationContext, CancellationToken)
[See Also](#)

Gets the stats of the queue service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<ServiceStats> GetServiceStatsAsync(
    QueueRequestOptions options,
    OperationContext operationContext,
    CancellationToken cancellationToken
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<ServiceStats^> GetServiceStatsAsync(
    QueueRequestOptions^ options,
    OperationContext^ operationContext,
    CancellationToken cancellationToken
)
```

F#

 [Copy Code](#)

```
abstract GetServiceStatsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<ServiceStats>
override GetServiceStatsAsync :
    options:QueueRequestOptions *
    operationContext:OperationContext *
    cancellationToken:CancellationToken -> Task<ServiceStats>
```

VB

 [Copy Code](#)

```
Public Overridable Function GetServiceStatsAsync(
    options As QueueRequestOptions,
```

See Also

[GetServiceStatsAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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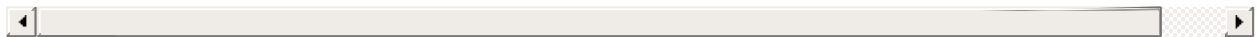
CloudQueueClient.::..ListQueuesSegmentedAsync C#C++F#VB
Method (QueueContinuationToken)
(QueueContinuationToken^)(QueueContinuationToken)
(QueueContinuationToken)

[See Also](#)

Returns a result segment containing a collection of queues.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<QueueResultSegment> ListQueuesSegmentedAsync(
    QueueContinuationToken currentToken
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<QueueResultSegment^>^ ListQueuesSegmentedAsync(
    QueueContinuationToken^ currentToken
)
```

F#

 [Copy Code](#)

```
abstract ListQueuesSegmentedAsync :
    currentToken:QueueContinuationToken -> Task<QueueResultSegment>
override ListQueuesSegmentedAsync :
    currentToken:QueueContinuationToken -> Task<QueueResultSegment>
```

VB

 [Copy Code](#)

```
Public Overridable Function ListQueuesSegmentedAsync(
    currentToken As QueueContinuationToken
) As Task(Of QueueResultSegment)
```

Parameters

currentToken

Type:

[Microsoft.WindowsAzure.Storage.Queue.QueueContinuationToken](#)

See Also

[ListQueuesSegmentedAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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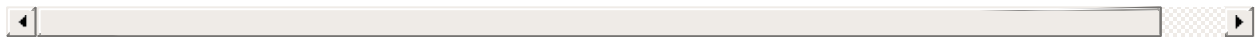


CloudQueueClient.::..ListQueuesSegmentedAsync C#C++F#VB
Method (String, QueueContinuationToken)
(String^, QueueContinuationToken^)(String,
QueueContinuationToken)(String, QueueContinuationToken)
[See Also](#)

Returns a result segment containing a collection of queues.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<QueueResultSegment> ListQueuesSegmentedAsync(
    string prefix,
    QueueContinuationToken currentToken
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<QueueResultSegment^> ListQueuesSegmentedAsync(
    String^ prefix,
    QueueContinuationToken^ currentToken
)
```

F#

 [Copy Code](#)

```
abstract ListQueuesSegmentedAsync :
    prefix:string *
    currentToken:QueueContinuationToken -> Task<QueueResultSegment>
override ListQueuesSegmentedAsync :
    prefix:string *
    currentToken:QueueContinuationToken -> Task<QueueResultSegment>
```

VB

 [Copy Code](#)

```
Public Overridable Function ListQueuesSegmentedAsync(
    prefix As String,
    currentToken As QueueContinuationToken
) As Task(Of QueueResultSegment)
```

See Also

[ListQueuesSegmentedAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.::..ListQueuesSegmentedAsync C#C++F#VB
Method (String, QueueListingDetails,
Nullable<Int32>, QueueContinuationToken,
QueueRequestOptions, OperationContext)(String^,
QueueListingDetails, Nullable<Int32>,
QueueContinuationToken^, QueueRequestOptions^,
OperationContext^)(String, QueueListingDetails,
Nullable<Int32>, QueueContinuationToken,
QueueRequestOptions, OperationContext)(String,
QueueListingDetails, Nullable(Of Int32),
QueueContinuationToken, QueueRequestOptions,
OperationContext)

[See Also](#)

Returns a result segment containing a collection of queues whose names begin with the specified prefix.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task<QueueResultSegment> ListQueuesAsync(
    string prefix,
    QueueListingDetails detailsIncluded,
    Nullable<int> maxResults,
    QueueContinuationToken currentToken,
    QueueRequestOptions options,
    OperationContext operationContext
)
```

C++

 [Copy Code](#)

```
public:
virtual Task<QueueResultSegment^> ListQueuesAsync(
    String^ prefix,
    QueueListingDetails detailsIncluded,
    Nullable<int> maxResults,
    QueueContinuationToken^ currentToken,
    QueueRequestOptions^ options,
    OperationContext^ operationContext
)
```

F#

 [Copy Code](#)

```
abstract ListQueuesSegmentedAsync :
    prefix:string *
    detailsIncluded:QueueListingDetails *
    maxResults:Nullable<int> *
    currentToken:QueueContinuationToken *
    options:QueueRequestOptions *
    operationContext:OperationContext *
```


See Also

[ListQueuesSegmentedAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.::..ListQueuesSegmentedAsync C#C++F#VB
Method (String, QueueListingDetails,
Nullable<Int32>, QueueContinuationToken,
QueueRequestOptions, OperationContext, CancellationToken)
(String^, QueueListingDetails, Nullable<Int32>,
QueueContinuationToken^, QueueRequestOptions^,
OperationContext^, CancellationToken)(String,
QueueListingDetails, Nullable<Int32>,
QueueContinuationToken, QueueRequestOptions,
OperationContext, CancellationToken)(String,
QueueListingDetails, Nullable(Of Int32),
QueueContinuationToken, QueueRequestOptions,
OperationContext, CancellationToken)

[See Also](#)

Returns a result segment containing a collection of queues whose names begin with the specified prefix.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public virtual Task<QueueResultSegment> ListQueuesSegmentedAsync(
    string prefix,
    QueueListingDetails detailsIncluded,
    Nullable<int> maxResults,
    QueueContinuationToken currentToken,
    QueueRequestOptions options,
    OperationContext operationContext,
    CancellationToken cancellationToken
)
```

C++

 Copy C++

```
public:
virtual Task<QueueResultSegment^> ListQueuesSegmentedAsync(
    String^ prefix,
    QueueListingDetails detailsIncluded,
    Nullable<int> maxResults,
    QueueContinuationToken^ currentToken,
    QueueRequestOptions^ options,
    OperationContext^ operationContext,
    CancellationToken cancellationToken
)
```

F#

 Copy F#

```
abstract ListQueuesSegmentedAsync :
    prefix:string *
    detailsIncluded:QueueListingDetails *
    maxResults:Nullable<int> *
    currentToken:QueueContinuationToken *
```

See Also

[ListQueuesSegmentedAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.::SetServicePropertiesAsync
Method (ServiceProperties)(ServiceProperties^)
(ServiceProperties)(ServiceProperties)

C#C++F#VB

[See Also](#)

Gets the properties of the blob service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task SetServicePropertiesAsync(  
    ServiceProperties properties  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ SetServicePropertiesAsync(  
    ServiceProperties^ properties  
)
```

F#

 [Copy Code](#)

```
abstract SetServicePropertiesAsync :  
    properties:ServiceProperties -> Task  
override SetServicePropertiesAsync :  
    properties:ServiceProperties -> Task
```

VB

 [Copy Code](#)

```
Public Overridable Function SetServiceProperties(  
    properties As ServiceProperties  
) As Task
```

Parameters

properties

Type:

[Microsoft.WindowsAzure.Storage.Shared.Protocol.ServiceProperties](#)

See Also

[SetServicePropertiesAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.::SetServicePropertiesAsync C#C++F#VB
Method (ServiceProperties, QueueRequestOptions,
OperationContext)(ServiceProperties^,
QueueRequestOptions^, OperationContext^)
(ServiceProperties, QueueRequestOptions, OperationContext)
(ServiceProperties, QueueRequestOptions, OperationContext)
[See Also](#)

Gets the properties of the blob service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public virtual Task SetServicePropertiesAsync(  
    ServiceProperties properties,  
    QueueRequestOptions requestOptions,  
    OperationContext operationContext  
)
```

C++

 Copy Co

```
public:  
virtual Task^ SetServicePropertiesAsync(  
    ServiceProperties^ properties,  
    QueueRequestOptions^ requestOptions,  
    OperationContext^ operationContext  
)
```

F#

 Copy Co

```
abstract SetServicePropertiesAsync :  
    properties:ServiceProperties *  
    requestOptions:QueueRequestOptions *  
    operationContext:OperationContext -> T  
override SetServicePropertiesAsync :  
    properties:ServiceProperties *  
    requestOptions:QueueRequestOptions *  
    operationContext:OperationContext -> T
```

VB

 Copy Co

```
Public Overridable Function SetServiceProperti  
    properties As ServiceProperties,
```

See Also

[SetServicePropertiesAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueClient.::SetServicePropertiesAsync C#C++F#VB
Method (ServiceProperties, QueueRequestOptions,
OperationContext, CancellationToken)(ServiceProperties^,
QueueRequestOptions^, OperationContext^,
CancellationToken)(ServiceProperties, QueueRequestOptions,
OperationContext, CancellationToken)(ServiceProperties,
QueueRequestOptions, OperationContext, CancellationToken)
[See Also](#)

Gets the properties of the blob service.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public virtual Task SetServicePropertiesAsync(  
    ServiceProperties properties,  
    QueueRequestOptions requestOptions,  
    OperationContext operationContext,  
    CancellationToken cancellationToken  
)
```

C++

 [Copy Code](#)

```
public:  
virtual Task^ SetServicePropertiesAsync(  
    ServiceProperties^ properties,  
    QueueRequestOptions^ requestOptions,  
    OperationContext^ operationContext,  
    CancellationToken cancellationToken  
)
```

F#

 [Copy Code](#)

```
abstract SetServicePropertiesAsync :  
    properties:ServiceProperties *  
    requestOptions:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->  
override SetServicePropertiesAsync :  
    properties:ServiceProperties *  
    requestOptions:QueueRequestOptions *  
    operationContext:OperationContext *  
    cancellationToken:CancellationToken ->
```


See Also

[SetServicePropertiesAsync Overload](#)

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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**CloudQueueMessage Constructor (String)(String^) C#C++F#VB
(String)(String)**

[See Also](#)

Initializes a new instance of the [CloudQueueMessage](#) class with the given string.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public CloudQueueMessage(  
    string content  
)
```

C++

 Copy Co

```
public :  
CloudQueueMessage(  
    String^ content  
)
```

F#

 Copy Co

```
new :  
    content:string -> CloudQueueMessage
```

VB

 Copy Co

```
Public Sub New (  
    content As String  
)
```

Parameters

content

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

The content of the message as a string of text.



See Also

[CloudQueueMessage Overload](#)

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage Constructor (String, String) C#C++F#VB
(String^, String^)(String, String)(String, String)

[See Also](#)

Initializes a new instance of the [CloudQueueMessage](#) class with the given message ID and pop receipt.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public CloudQueueMessage(  
    string messageId,  
    string popReceipt  
)
```

C++

 Copy Co

```
public:  
CloudQueueMessage(  
    String^ messageId,  
    String^ popReceipt  
)
```

F#

 Copy Co

```
new :  
    messageId:string *  
    popReceipt:string -> CloudQueueMessage
```

VB

 Copy Co

```
Public Sub New (  
    messageId As String,  
    popReceipt As String  
)
```

Parameters

messageId

See Also

[CloudQueueMessage Overload](#)

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage.AsBytes

C#C++F#VB

PropertyCloudQueueMessage::AsBytes

PropertyCloudQueueMessage.AsBytes

PropertyCloudQueueMessage.AsBytes Property

[See Also](#)

Gets the content of the message as a byte array.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public byte[] AsBytes { get; }
```

C++

 Copy Co

```
public:  
property array<unsigned char>^ AsBytes {  
    array<unsigned char>^ get();  
}
```

F#

 Copy Co

```
member AsBytes : byte[] with get
```

VB

 Copy Co

```
Public ReadOnly Property AsBytes As Byte()
```

Property Value

Type: [System.Byte](#)[]array<[System::Byte](#)>^[System.Byte](#)[][System.Byte](#)()

The content of the message as a byte array.

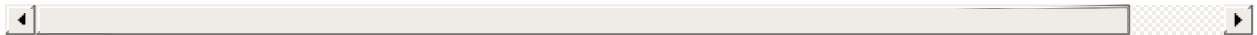


See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage.AsString

C#C++F#VB

PropertyCloudQueueMessage::AsString

PropertyCloudQueueMessage.AsString

PropertyCloudQueueMessage.AsString Property

[See Also](#)

Gets the content of the message, as a string.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string AsString { get; }
```

C++

 Copy Co

```
public:  
property String^ AsString {  
    String^ get();  
}
```

F#

 Copy Co

```
member AsString : string with get
```

VB

 Copy Co

```
Public ReadOnly Property AsString As String
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the message content.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage.DequeueCount

C#C++F#VB

PropertyCloudQueueMessage::DequeueCount

PropertyCloudQueueMessage.DequeueCount

PropertyCloudQueueMessage.DequeueCount Property

[See Also](#)

Gets the number of times this message has been dequeued.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public int DequeueCount { get; internal set; }
```

C++

 Copy Co

```
public:  
property int DequeueCount {  
    int get();  
    internal: void set(int value);  
}
```

F#

 Copy Co

```
member DequeueCount : int with get, internal se
```

VB

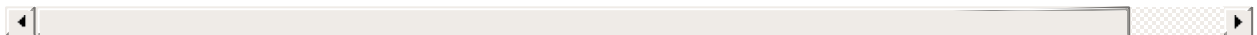
 Copy Co

```
Public Property DequeueCount As Integer  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.Int32System::Int32System.Int32System.Int32](#)

The number of times this message has been dequeued.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage.ExpirationTime

C#C++F#VB

PropertyCloudQueueMessage::ExpirationTime

PropertyCloudQueueMessage.ExpirationTime

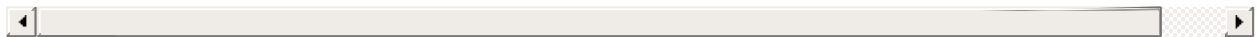
PropertyCloudQueueMessage.ExpirationTime Property

[See Also](#)

Gets the time that the message expires.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> ExpirationTime
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> ExpirationTime  
    Nullable<DateTimeOffset> get();  
    internal: void set(Nullable<DateTimeOffset> value)  
}
```

F#

 [Copy Code](#)

```
member ExpirationTime : Nullable<DateTimeOffset>
```

VB

 [Copy Code](#)

```
Public Property ExpirationTime As Nullable(Of DateTimeOffset)  
    Get  
        Friend Set  
End Property
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#) [System::Nullable<DateTimeOffset>](#) [System.Nullable<DateTimeOffset>](#)

A DateTimeOffset indicating the time that the message expires.

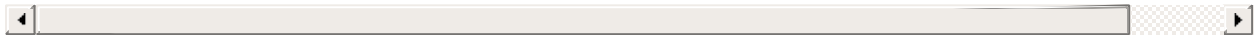


See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage.Id

C#C++F#VB

PropertyCloudQueueMessage::Id

PropertyCloudQueueMessage.Id

PropertyCloudQueueMessage.Id Property

[See Also](#)

Gets the message ID.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string Id { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ Id {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member Id : string with get, internal set
```

VB

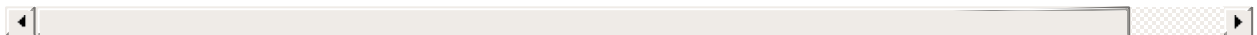
 Copy Co

```
Public Property Id As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the message ID.

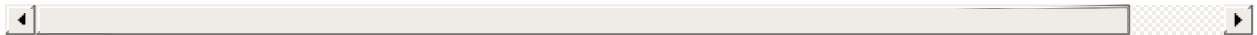


See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage.InsertionTime

C#C++F#VB

PropertyCloudQueueMessage::InsertionTime

PropertyCloudQueueMessage.InsertionTime

PropertyCloudQueueMessage.InsertionTime Property

[See Also](#)

Gets the time that the message was added to the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> InsertionTime {
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> InsertionTime  
    Nullable<DateTimeOffset> get();  
    internal: void set(Nullable<DateTimeOffset> value)  
}
```

F#

 [Copy Code](#)

```
member InsertionTime : Nullable<DateTimeOffset>
```

VB

 [Copy Code](#)

```
Public Property InsertionTime As Nullable(Of DateTimeOffset)  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#) [System::Nullable<DateTimeOffset>](#) [System.Nullable<DateTimeOffset>](#)

A DateTimeOffset indicating the time that the message was added to the queue.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueMessage.MaxMessageSize

C#C++F#VB

PropertyCloudQueueMessage::MaxMessageSize

PropertyCloudQueueMessage.MaxMessageSize

PropertyCloudQueueMessage.MaxMessageSize Property

[See Also](#)

Gets the maximum message size in bytes.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static long MaxMessageSize { get; }
```

C++

 Copy Co

```
public:  
property long long MaxMessageSize {  
    static long long get();  
}
```

F#

 Copy Co

```
static member MaxMessageSize : int64 with get
```

VB

 Copy Co

```
Public Shared ReadOnly Property MaxMessageSize
```

Property Value

Type: [System.Int64System::Int64System.Int64System.Int64](#)

The maximum message size in bytes.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



C#C++F#VB

CloudQueueMessage.MaxNumberOfMessagesToPeek

PropertyCloudQueueMessage::MaxNumberOfMessagesToPeek

PropertyCloudQueueMessage.MaxNumberOfMessagesToPeek

PropertyCloudQueueMessage.MaxNumberOfMessagesToPeek

Property

[See Also](#)

Gets the maximum number of messages that can be peeked at a time.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public static int MaxNumberOfMessagesToPeek { g
```

C++

 [Copy](#) [Copy](#)

```
public:  
property int MaxNumberOfMessagesToPeek {  
    static int get();  
}
```

F#

 [Copy](#) [Copy](#)

```
static member MaxNumberOfMessagesToPeek : int w
```

VB

 [Copy](#) [Copy](#)

```
Public Shared ReadOnly Property MaxNumberOfMess
```

Property Value

Type: [System.Int32System::Int32System.Int32System.Int32](#)

The maximum number of messages that can be peeked at a time.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueMessage.MaxTimeToLive

C#C++F#VB

PropertyCloudQueueMessage::MaxTimeToLive

PropertyCloudQueueMessage.MaxTimeToLive

PropertyCloudQueueMessage.MaxTimeToLive Property

[See Also](#)

Gets the maximum amount of time a message is kept in the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static TimeSpan MaxTimeToLive { get; }
```

C++

 Copy Co

```
public:  
property TimeSpan MaxTimeToLive {  
    static TimeSpan get();  
}
```

F#

 Copy Co

```
static member MaxTimeToLive : TimeSpan with get
```

VB

 Copy Co

```
Public Shared ReadOnly Property MaxTimeToLive A
```

Property Value

Type:

[System.TimeSpanSystem::TimeSpanSystem.TimeSpanSystem.TimeSpan](#)

A TimeSpan specifying the maximum amount of time a message is kept in queue.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueueMessage.NextVisibleTime

C#C++F#VB

PropertyCloudQueueMessage::NextVisibleTime

PropertyCloudQueueMessage.NextVisibleTime

PropertyCloudQueueMessage.NextVisibleTime Property

[See Also](#)

Gets the time that the message will next be visible.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> NextVisibleTime
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> NextVisibleTime  
    Nullable<DateTimeOffset> get();  
    internal: void set(Nullable<DateTimeOffset> value)  
}
```

F#

 [Copy Code](#)

```
member NextVisibleTime : Nullable<DateTimeOffset>
```

VB

 [Copy Code](#)

```
Public Property NextVisibleTime As Nullable(Of DateTimeOffset)  
    Get  
        Friend Set  
End Property
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#) [System::Nullable<DateTimeOffset>](#) [System.Nullable\(Of DateTimeOffset\)](#)

A DateTimeOffset indicating the time that the message will next be visible.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueMessage.PopReceipt

C#C++F#VB

PropertyCloudQueueMessage::PopReceipt

PropertyCloudQueueMessage.PopReceipt

PropertyCloudQueueMessage.PopReceipt Property

[See Also](#)

Gets the message's pop receipt.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string PopReceipt { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ PopReceipt {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member PopReceipt : string with get, internal s
```

VB

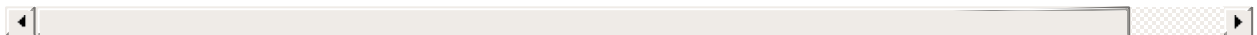
 Copy Co

```
Public Property PopReceipt As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the pop receipt value.



See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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C#C++F#VB

**CloudQueueMessage.::..CreateCloudQueueMessageFromByteArray
Method (Byte[])(array<Byte>^)(Byte[])(Byte())**

[See Also](#)

Initializes a new instance of the [CloudQueueMessage](#) class with the given byte array.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static CloudQueueMessage CreateCloudQueueMessageFromByteArray(byte[] content)
```

C++

 [Copy Code](#)

```
public:  
static CloudQueueMessage^ CreateCloudQueueMessageFromByteArray(array<unsigned char>^ content)
```

F#

 [Copy Code](#)

```
static member CreateCloudQueueMessageFromByteArray  
content:byte[] -> CloudQueueMessage
```

VB

 [Copy Code](#)

```
Public Shared Function CreateCloudQueueMessageFromByteArray(  
    content As Byte()  
) As CloudQueueMessage
```

Parameters

content

Type: [System.Byte\[\]](#)array<[System::Byte](#)>^[System.Byte\[\]](#)[System.Byte\[\]](#)

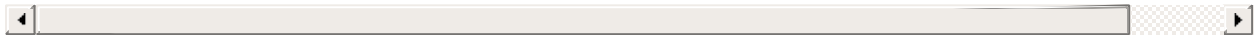
The content of the message as a byte array.

See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueMessage....SetMessageContent Method C#C++F#VB
(Byte[])(array<Byte>^)(Byte[])(Byte())

[See Also](#)

Sets the content of this message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
[DefaultOverloadAttribute]
public void SetMessageContent(
    byte[] content
)
```

C++

 [Copy Code](#)

```
public:
[DefaultOverloadAttribute]
void SetMessageContent(
    array<unsigned char>^ content
)
```

F#

 [Copy Code](#)

```
[<DefaultOverloadAttribute>]
member SetMessageContent :
    content:byte[] -> unit
```

VB

 [Copy Code](#)

```
<DefaultOverloadAttribute>
Public Sub SetMessageContent (
    content As Byte()
)
```

Parameters

content

See Also

[SetMessageContent Overload](#)

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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CloudQueueMessage....SetMessageContent Method C#C++F#VB
(String)(String^)(String)(String)

[See Also](#)

Sets the content of this message.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public void SetMessageContent(  
    string content  
)
```

C++

 Copy Co


```
public:  
void SetMessageContent(  
    String^ content  
)
```

F#

 Copy Co

```
member SetMessageContent :  
    content:string -> unit
```

VB

 Copy Co

```
Public Sub SetMessageContent (  
    content As String  
)
```

Parameters

content

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the new message content.



See Also

[SetMessageContent Overload](#)

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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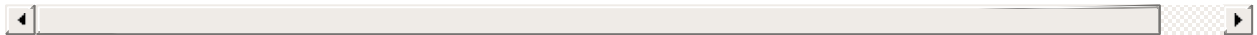
QueueContinuationToken Constructor (0000)

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public QueueContinuationToken()
```

C++

 [Copy](#) [Copy](#)

```
public:  
QueueContinuationToken()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> QueueContinuationToken
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

See Also

[QueueContinuationToken Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



QueueContinuationToken.NextMarker

C#C++F#VB

PropertyQueueContinuationToken::NextMarker

PropertyQueueContinuationToken.NextMarker

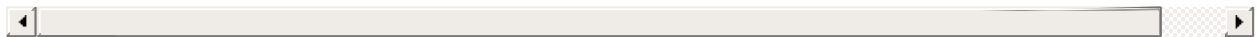
PropertyQueueContinuationToken.NextMarker Property

[See Also](#)

Gets or sets the next marker for continuing results for [CloudQueue](#) enumeration operations.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string NextMarker { get; set; }
```

C++

 Copy Co

```
public:  
property String^ NextMarker {  
    String^ get();  
    void set(String^ value);  
}
```

F#

 Copy Co

```
member NextMarker : string with get, set
```

VB

 Copy Co

```
Public Property NextMarker As String
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the NextMarker value.



See Also

[QueueContinuationToken Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



QueueContinuationToken.TargetLocation

C#C++F#VB

PropertyQueueContinuationToken::TargetLocation

PropertyQueueContinuationToken.TargetLocation

PropertyQueueContinuationToken.TargetLocation Property

[See Also](#)

Gets or sets the storage location that the continuation token applies to.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public Nullable<StorageLocation> TargetLocation
```

C++

 [Copy](#) [Copy](#)

```
public:  
property Nullable<StorageLocation> TargetLocat  
    virtual Nullable<StorageLocation> get(  
    virtual void set(Nullable<StorageLocat  
}
```

F#

 [Copy](#) [Copy](#)

```
abstract TargetLocation : Nullable<StorageLoca  
override TargetLocation : Nullable<StorageLoca
```

VB

 [Copy](#) [Copy](#)

```
Public Property TargetLocation As Nullable(Of
```

Property Value

Type:

[System.Nullable<StorageLocation>](#)[System::Nullable<StorageLocation>](#)[System.Nullable<StorageLocation>](#)

A [StorageLocation](#) enumeration value.

Implements

See Also

[QueueContinuationToken Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



QueueResultSegment.ContinuationToken

C#C++F#VB

PropertyQueueResultSegment::ContinuationToken

PropertyQueueResultSegment.ContinuationToken

PropertyQueueResultSegment.ContinuationToken Property

[See Also](#)

Gets the continuation token used to retrieve the next segment of [CloudQueue](#) results. Returns null if there are no more results.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public QueueContinuationToken ContinuationToken
```

C++  [Copy Code](#)

```
public:  
property QueueContinuationToken^ ContinuationTo  
    QueueContinuationToken^ get();  
    private: void set(QueueContinuationToke  
}
```

F#  [Copy Code](#)

```
member ContinuationToken : QueueContinuationTok
```

VB  [Copy Code](#)

```
Public Property ContinuationToken As QueueConti  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Queue.QueueContinuationTokenMicrosoft.WindowsAzure.Storage.Queue.QueueContinuationToken](#)
A [QueueContinuationToken](#) object.



See Also

[QueueResultSegment Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



QueueResultSegment.Results

C#C++F#VB

PropertyQueueResultSegment::Results

PropertyQueueResultSegment.Results

PropertyQueueResultSegment.Results Property

[See Also](#)

Gets an enumerable collection of [CloudQueue](#) results.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public IEnumerable<CloudQueue> Results { get; p
```

C++  [Copy Code](#)

```
public:  
property IEnumerable<CloudQueue^>^ Results {  
    IEnumerable<CloudQueue^>^ get();  
    private: void set(IEnumerable<CloudQueue^>^ value);  
}
```

F#  [Copy Code](#)

```
member Results : IEnumerable<CloudQueue> with get
```

VB  [Copy Code](#)

```
Public Property Results As IEnumerable(Of CloudQueue)  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[System.Collections.Generic.IEnumerable<CloudQueue>](#) [System.Collection](#)

An enumerable collection of [CloudQueue](#) objects.



See Also

[QueueResultSegment Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



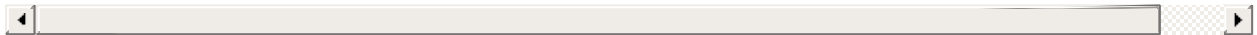
SharedAccessQueuePolicies Constructor (0000)

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public SharedAccessQueuePolicies()
```

C++

 [Copy](#) [Copy](#)

```
public:  
SharedAccessQueuePolicies()
```

F#

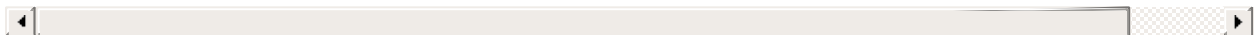
 [Copy](#) [Copy](#)

```
new : unit -> SharedAccessQueuePolicies
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```



See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.Count

C#C++F#VB

PropertySharedAccessQueuePolicies::Count

PropertySharedAccessQueuePolicies.Count

PropertySharedAccessQueuePolicies.Count Property

[See Also](#)

Gets the number of key/[SharedAccessQueuePolicy](#) value pairs contained in the shared access policies collection.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public int Count { get; }
```

C++

 Copy Co

```
public:  
property int Count {  
    virtual int get() sealed;  
}
```

F#

 Copy Co

```
abstract Count : int with get  
override Count : int with get
```

VB

 Copy Co

```
Public ReadOnly Property Count As Integer
```

Property Value

Type: [System.Int32System::Int32System.Int32System.Int32](#)

The number of key/[SharedAccessQueuePolicy](#) value pairs contained in the shared access policies collection.

Implements

[ICollection<T>.CountICollection<T>::CountICollection<T>.CountColl](#)

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.IsReadOnly

C#C++F#VB

PropertySharedAccessQueuePolicies::IsReadOnly

PropertySharedAccessQueuePolicies.IsReadOnly

PropertySharedAccessQueuePolicies.IsReadOnly Property

[See Also](#)

Gets a value indicating whether the collection of shared access policies is read-only.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public bool IsReadOnly { get; }
```

C++

 Copy C++

```
public:  
property bool IsReadOnly {  
    virtual bool get() sealed;  
}
```

F#

 Copy F#

```
abstract IsReadOnly : bool with get  
override IsReadOnly : bool with get
```

VB

 Copy VB

```
Public ReadOnly Property IsReadOnly As Boolean
```

Property Value

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boolean](#)
true if the collection of shared access policies is read-only; otherwise, false.

Implements

[ICollection<T>.IsReadOnlyICollection<T>::IsReadOnlyICollection<T>](#)

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.Item Property C#C++F#VB

(String)SharedAccessQueuePolicies::Item Property

(String^)SharedAccessQueuePolicies.Item Property

(String)SharedAccessQueuePolicies.Item Property (String)

[See Also](#)

Gets or sets the [SharedAccessQueuePolicy](#) item associated with the specified key.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public SharedAccessQueuePolicy this[  
    string key  
] { get; set; }
```

C++

 [Copy Code](#)

```
public:  
property SharedAccessQueuePolicy^ default[  
    String^ key  
] {  
    virtual SharedAccessQueuePolicy^ get(String^ key);  
    virtual void set(String^ key, SharedAccessQueuePolicy^ value);  
}
```

F#

 [Copy Code](#)

```
abstract Item :  
    key:string -> SharedAccessQueuePolicy  
override Item :  
    key:string -> SharedAccessQueuePolicy
```

VB

 [Copy Code](#)

```
Public Property Item (  
    key As String  
) As SharedAccessQueuePolicy
```

Parameters

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.Keys

C#C++F#VB

PropertySharedAccessQueuePolicies::Keys

PropertySharedAccessQueuePolicies.Keys

PropertySharedAccessQueuePolicies.Keys Property

[See Also](#)

Gets a collection containing the keys in the shared access policies collection.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public ICollection<string> Keys { get; }
```

C++

 Copy Co

```
public:  
property ICollection<String^> Keys {  
    virtual ICollection<String^> get() sealed  
}
```

F#

 Copy Co

```
abstract Keys : ICollection<string> with get  
override Keys : ICollection<string> with get
```

VB

 Copy Co

```
Public ReadOnly Property Keys As ICollection(Of
```

Property Value

Type:

[System.Collections.Generic.ICollection<String>](#)[System.Collections.Generic.ICollection<String>](#)

A collection of strings containing the keys of the shared access policies collection.

Implements

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.Values

C#C++F#VB

PropertySharedAccessQueuePolicies::Values

PropertySharedAccessQueuePolicies.Values

PropertySharedAccessQueuePolicies.Values Property

[See Also](#)

Gets a collection containing the values in the shared access policies collection.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public ICollection<SharedAccessQueuePolicy> Values
```

C++

 Copy Co

```
public:  
property ICollection<SharedAccessQueuePolicy^>  
    virtual ICollection<SharedAccessQueuePolicy^> Values  
}
```

F#

 Copy Co

```
abstract Values : ICollection<SharedAccessQueuePolicy>  
override Values : ICollection<SharedAccessQueuePolicy>
```

VB

 Copy Co

```
Public ReadOnly Property Values As ICollection<SharedAccessQueuePolicy>
```

Property Value

Type:

[System.Collections.Generic.ICollection](#)<[SharedAccessQueuePolicy](#)>

A collection of [SharedAccessQueuePolicy](#) items in the shared access policies collection.

Implements

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.:...Add Method

C#C++F#VB

(KeyValuePair<String, SharedAccessQueuePolicy>)

(KeyValuePair<String^, SharedAccessQueuePolicy^>)

(KeyValuePair<String, SharedAccessQueuePolicy>)

(KeyValuePair(Of String, SharedAccessQueuePolicy))

[See Also](#)

Adds the specified key/[SharedAccessQueuePolicy](#) value, stored in a KeyValuePair<TKey, TValue><TKey, TValue><'TKey, 'TValue>(Of TKey, TValue), to the collection of shared access policies.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public void Add(  
    KeyValuePair<string, SharedAccessQueue<string>  
)
```

C++

 [Copy Code](#)

```
public:  
virtual void Add(  
    KeyValuePair<String^, SharedAccessQueue<String>  
) sealed
```

F#

 [Copy Code](#)

```
abstract Add :  
    item:KeyValuePair<string, SharedAccessQueue<string>  
override Add :  
    item:KeyValuePair<string, SharedAccessQueue<string>
```

VB

 [Copy Code](#)

```
Public Sub Add (  
    item As KeyValuePair(Of String, SharedAccessQueue<String>  
)
```

Parameters

item

Type:

[System.Collections.Generic.KeyValuePair<String, SharedAccessQueue<String>](#)

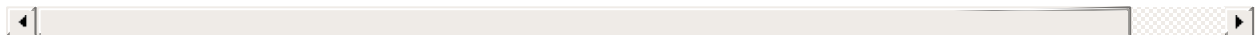
See Also

[Add Overload](#)

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies...Add Method

C#C++F#VB

**(String, SharedAccessQueuePolicy)(String^,
SharedAccessQueuePolicy^)(String, SharedAccessQueuePolicy)
(String, SharedAccessQueuePolicy)**

[See Also](#)

Adds the specified key and [SharedAccessQueuePolicy](#) value to the collection of shared access policies.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public void Add(  
    string key,  
    SharedAccessQueuePolicy value  
)
```

C++

 [Copy Code](#)

```
public:  
virtual void Add(  
    String^ key,  
    SharedAccessQueuePolicy^ value  
) sealed
```

F#

 [Copy Code](#)

```
abstract Add :  
    key:string *  
    value:SharedAccessQueuePolicy -> unit  
override Add :  
    key:string *  
    value:SharedAccessQueuePolicy -> unit
```

VB

 [Copy Code](#)

```
Public Sub Add (  
    key As String,  
    value As SharedAccessQueuePolicy  
)
```

See Also

[Add Overload](#)

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies...Clear Method (0000) C#C++F#VB
[See Also](#)

Removes all keys and [SharedAccessQueuePolicy](#) values from the shared access collection.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public void Clear()
```

C++

 [Copy](#) [Copy](#)

```
public:  
virtual void Clear() sealed
```

F#

 [Copy](#) [Copy](#)

```
abstract Clear : unit -> unit  
override Clear : unit -> unit
```

VB

 [Copy](#) [Copy](#)

```
Public Sub Clear
```

Implements

ICollection<T><T><'T>(Of T)....Clear()()()

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.:.Contains Method C#C++F#VB
(KeyValuePair<String, SharedAccessQueuePolicy>)
(KeyValuePair<String^, SharedAccessQueuePolicy^>)
(KeyValuePair<String, SharedAccessQueuePolicy>)
(KeyValuePair(Of String, SharedAccessQueuePolicy))

[See Also](#)

Determines whether the collection of shared access policies contains the key and [SharedAccessQueuePolicy](#) value in the specified KeyValuePair<TKey, TValue><TKey, TValue><'TKey, 'TValue>(Of TKey, TValue) object.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public bool Contains(  
    KeyValuePair<string, SharedAccessQueue  
)
```

C++

 [Copy Code](#)

```
public:  
virtual bool Contains(  
    KeyValuePair<String^, SharedAccessQueue  
) sealed
```

F#

 [Copy Code](#)

```
abstract Contains :  
    item:KeyValuePair<string, SharedAccessQueue>  
override Contains :  
    item:KeyValuePair<string, SharedAccessQueue>
```

VB

 [Copy Code](#)

```
Public Function Contains (  
    item As KeyValuePair(Of String, SharedAccessQueue)  
) As Boolean
```

Parameters

item

Type:

[System.Collections.Generic.KeyValuePair<String, SharedAccessQueue>](#)

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies...ContainsKey Method C#C++F#VB
(String)(String^)(String)(String)

[See Also](#)

Determines whether the collection of shared access policies contains the specified key.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public bool ContainsKey(  
    string key  
)
```

C++

 Copy Co

```
public:  
virtual bool ContainsKey(  
    String^ key  
) sealed
```

F#

 Copy Co

```
abstract ContainsKey :  
    key:string -> bool  
override ContainsKey :  
    key:string -> bool
```

VB

 Copy Co

```
Public Function ContainsKey (  
    key As String  
) As Boolean
```

Parameters

key

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the key to locate in the collection of shared access

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.::CopyTo Method C#C++F#VB
(KeyValuePair<String, SharedAccessQueuePolicy>
[], Int32)(array<KeyValuePair<String^,
SharedAccessQueuePolicy^>>^, Int32)(KeyValuePair<String,
SharedAccessQueuePolicy>[], Int32)(KeyValuePair(Of String,
SharedAccessQueuePolicy)(), Int32)

[See Also](#)

Copies each key/[SharedAccessQueuePolicy](#) value pair in the shared access policies collection to a compatible one-dimensional array, starting at the specified index of the target array.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public void CopyTo(  
    KeyValuePair<string, SharedAccessQueue<string>>  
    int arrayIndex  
)
```

C++

 [Copy Code](#)

```
public:  
virtual void CopyTo(  
    array<KeyValuePair<String^, SharedAccessQueue<String^>>  
    int arrayIndex  
) sealed
```

F#

 [Copy Code](#)

```
abstract CopyTo :  
    array:KeyValuePair<string, SharedAccessQueue<string>>  
    arrayIndex:int -> unit  
override CopyTo :  
    array:KeyValuePair<string, SharedAccessQueue<string>>  
    arrayIndex:int -> unit
```

VB

 [Copy Code](#)

```
Public Sub CopyTo (  
    array As KeyValuePair(Of String, SharedAccessQueue(Of String)>  
    arrayIndex As Integer  
)
```

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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SharedAccessQueuePolicies...GetEnumerator Method (())()

C#C++F#VB

[See Also](#)

Returns an enumerator that iterates through the collection of shared access policies.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public IEnumerator<KeyValuePair<string, Shared
```

C++

 [Copy Code](#)

```
public:  
virtual IEnumerator<KeyValuePair<String^, Shar
```

F#

 [Copy Code](#)

```
abstract GetEnumerator : unit -> IEnumerator<k  
override GetEnumerator : unit -> IEnumerator<k
```

VB

 [Copy Code](#)

```
Public Function GetEnumerator As IEnumerator(C
```

Return Value

Type:

[System.Collections.Generic.IEnumerator](#)<[KeyValuePair](#)<[String](#), [Shared](#)

An IEnumerator<T><T><'T>(Of T) of type KeyValuePair<TKey, TValue><TKey, TValue><'TKey, 'TValue>(Of TKey, TValue).

Implements

IEnumerable<T><T><'T>(Of T)::...GetEnumerator()()

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies.::Remove Method C#C++F#VB

(KeyValuePair<String, SharedAccessQueuePolicy>)

(KeyValuePair<String^, SharedAccessQueuePolicy^>)

(KeyValuePair<String, SharedAccessQueuePolicy>)

(KeyValuePair(Of String, SharedAccessQueuePolicy))

[See Also](#)

Removes the [SharedAccessQueuePolicy](#) value, specified in the KeyValuePair<TKey, TValue><TKey, TValue><'TKey, 'TValue>(Of TKey, TValue) object, from the shared access policies collection.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public bool Remove(  
    KeyValuePair<string, SharedAccessQueue  
)
```

C++

 [Copy Code](#)

```
public:  
virtual bool Remove(  
    KeyValuePair<String^, SharedAccessQueue  
) sealed
```

F#

 [Copy Code](#)

```
abstract Remove :  
    item:KeyValuePair<string, SharedAccessQueue>  
override Remove :  
    item:KeyValuePair<string, SharedAccessQueue>
```

VB

 [Copy Code](#)

```
Public Function Remove (  
    item As KeyValuePair(Of String, SharedAccessQueue)  
) As Boolean
```

Parameters

item

Type:

[System.Collections.Generic.KeyValuePair<String, SharedAccessQueue>](#)

See Also

[Remove Overload](#)

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessQueuePolicies...Remove Method
(String)(String^)(String)(String)

C#C++F#VB

[See Also](#)

Removes the value with the specified key from the shared access policies collection.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy to Clipboard

```
public bool Remove(  
    string key  
)
```

C++

 Copy to Clipboard

```
public:  
virtual bool Remove(  
    String^ key  
) sealed
```

F#

 Copy to Clipboard

```
abstract Remove :  
    key:string -> bool  
override Remove :  
    key:string -> bool
```

VB

 Copy to Clipboard

```
Public Function Remove (  
    key As String  
) As Boolean
```

Parameters

key

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the key of the [SharedAccessQueuePolicy](#) item to

See Also

[Remove Overload](#)

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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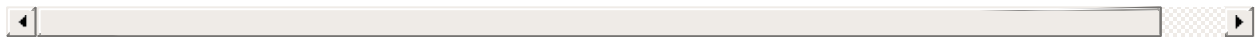


SharedAccessQueuePolicies...TryGetValue Method C#C++F#VB
(String, SharedAccessQueuePolicy)(String^,
SharedAccessQueuePolicy^%)(String,
SharedAccessQueuePolicy)(String, SharedAccessQueuePolicy)
[See Also](#)

Gets the [SharedAccessQueuePolicy](#) item associated with the specified key.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public bool TryGetValue(  
    string key,  
    out SharedAccessQueuePolicy value  
)
```

C++

 Copy Co

```
public:  
virtual bool TryGetValue(  
    String^ key,  
    [OutAttribute] SharedAccessQueuePolicy  
) sealed
```

F#

 Copy Co

```
abstract TryGetValue :  
    key:string *  
    value:SharedAccessQueuePolicy byref ->  
override TryGetValue :  
    key:string *  
    value:SharedAccessQueuePolicy byref ->
```

VB

 Copy Co

```
Public Function TryGetValue (  
    key As String,  
    <OutAttribute> ByRef value As SharedAc  
) As Boolean
```

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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C#C++F#VB

SharedAccessQueuePolicies.::IEnumerable.::GetEnumerator Method (0000)

[See Also](#)

Returns an enumerator that iterates through the collection of shared access policies.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
IEnumerator IEnumerable.GetEnumerator()
```

C++

 Copy Co

```
private:  
virtual IEnumerator^ GetEnumerator() sealed =
```

F#

 Copy Co

```
private abstract GetEnumerator : unit -> IEnumerator  
private override GetEnumerator : unit -> IEnumerator
```

VB

 Copy Co

```
Private Function GetEnumerator As IEnumerator  
    Implements IEnumerable.GetEnumerator
```

Return Value

Type:

[System.Collections.IEnumeratorSystem.Collections::IEnumerator^System](#)

An IEnumerator object that can be used to iterate through the collection of shared access policies.

Implements

IEnumerable....GetEnumerator()

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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SharedAccessQueuePolicy Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the SharedAccessQueuePolicy class.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public SharedAccessQueuePolicy()
```

C++

 [Copy](#) [Copy](#)

```
public:  
SharedAccessQueuePolicy()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> SharedAccessQueuePolicy
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

See Also

[SharedAccessQueuePolicy Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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SharedAccessQueuePolicy.Permissions

C#C++F#VB

PropertySharedAccessQueuePolicy::Permissions

PropertySharedAccessQueuePolicy.Permissions

PropertySharedAccessQueuePolicy.Permissions Property

[See Also](#)

Gets or sets the permissions for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public SharedAccessQueuePermissions Permissions
```

C++  [Copy Code](#)

```
public:  
property SharedAccessQueuePermissions Permission  
    SharedAccessQueuePermissions get();  
    void set(SharedAccessQueuePermissions v  
}
```

F#  [Copy Code](#)

```
member Permissions : SharedAccessQueuePermissio
```

VB  [Copy Code](#)

```
Public Property Permissions As SharedAccessQueu
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Queue.SharedAccessQueuePermissions!](#)

A [SharedAccessQueuePermissions](#) object.

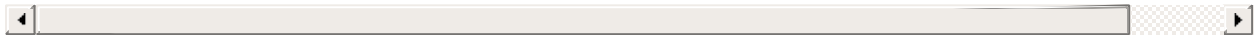


See Also

[SharedAccessQueuePolicy Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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SharedAccessQueuePolicy.SharedAccessExpiryTime C#C++F#VB

PropertySharedAccessQueuePolicy::SharedAccessExpiryTime

PropertySharedAccessQueuePolicy.SharedAccessExpiryTime

PropertySharedAccessQueuePolicy.SharedAccessExpiryTime

Property

[See Also](#)

Gets or sets the expiry time for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> SharedAccessExp
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> SharedAccessE  
    Nullable<DateTimeOffset> get();  
    void set(Nullable<DateTimeOffset> value  
}
```

F#

 [Copy Code](#)

```
member SharedAccessExpiryTime : Nullable<DateTi
```

VB

 [Copy Code](#)

```
Public Property SharedAccessExpiryTime As Nulla
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#) [System::Nullable<DateTimeOffset>](#) [System.Nullable<DateTimeOffset>](#)

A DateTimeOffset specifying the shared access expiry time.



See Also

[SharedAccessQueuePolicy Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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SharedAccessQueuePolicy.SharedAccessStartTime C#C++F#VB

PropertySharedAccessQueuePolicy::SharedAccessStartTime

PropertySharedAccessQueuePolicy.SharedAccessStartTime

PropertySharedAccessQueuePolicy.SharedAccessStartTime

Property

[See Also](#)

Gets or sets the start time for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> SharedAccessSta
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> SharedAccessS  
    Nullable<DateTimeOffset> get();  
    void set(Nullable<DateTimeOffset> value  
}
```

F#

 [Copy Code](#)

```
member SharedAccessStartTime : Nullable<DateTim
```

VB

 [Copy Code](#)

```
Public Property SharedAccessStartTime As Nullab
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#)[System::Nullable<DateTimeOffset>](#)[System.Nullable<DateTimeOffset>](#)

A DateTimeOffset specifying the shared access start time.

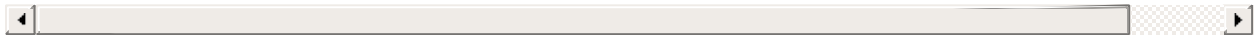


See Also

[SharedAccessQueuePolicy Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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C#C++F#VB

SharedAccessQueuePolicy.::PermissionsFromString Method (String)(String^)(String)(String)

[See Also](#)

Constructs a [SharedAccessQueuePermissions](#) object from a permissions string.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static SharedAccessQueuePermissions Per  
    string input  
)
```

C++

 Copy Co

```
public:  
static SharedAccessQueuePermissions Permission  
    String^ input  
)
```

F#

 Copy Co

```
static member PermissionsFromString :  
    input:string -> SharedAccessQueuePermi
```

VB

 Copy Co

```
Public Shared Function PermissionsFromString (  
    input As String  
) As SharedAccessQueuePermissions
```

Parameters

input

Type: [System.StringSystem::String^System.StringSystem.String](#)

The shared access permissions in string format.

See Also

[SharedAccessQueuePolicy Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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SharedAccessQueuePolicy.::PermissionsToString C#C++F#VB
Method (SharedAccessQueuePermissions)
(SharedAccessQueuePermissions)
(SharedAccessQueuePermissions)
(SharedAccessQueuePermissions)
[See Also](#)

Converts the permissions specified for the shared access policy to a string.

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static string PermissionsToString(  
    SharedAccessQueuePermissions permissions  
)
```

C++

 Copy Co

```
public:  
static String^ PermissionsToString(  
    SharedAccessQueuePermissions permissions  
)
```

F#

 Copy Co

```
static member PermissionsToString :  
    permissions:SharedAccessQueuePermissions
```

VB

 Copy Co

```
Public Shared Function PermissionsToString (  
    permissions As SharedAccessQueuePermissions  
) As String
```

Parameters

permissions

Type:

[Microsoft.WindowsAzure.Storage.Queue.SharedAccessQueuePermissions](#)

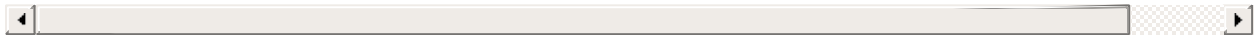
A [SharedAccessQueuePermissions](#) object.

See Also

[SharedAccessQueuePolicy Class](#)





[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

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Microsoft.WindowsAzure.Storage.RetryPolicies Namespace


Classes

| | Class | Description |
|---|----------------------------------|--|
|  | ExponentialRetry | Represents a retry policy that performs a specified number of retries, using a randomized exponential back off scheme to determine the interval between retries. |
|  | LinearRetry | Represents a retry policy that performs a specified number of retries, using a specified fixed time interval between retries. |
|  | NoRetry | Represents a retry policy that performs no retries. |
|  | RetryContext | Represents the context for one or more retries of a request made against the Windows Azure storage services, including the number of retries made for the request, the results of the last request, and the storage location and location mode for subsequent retries. |

Interfaces


| | Interface | Description |
|---|--------------------------------------|----------------------------|
|  | IExtendedRetryPolicy | Represents a retry policy. |
|  | IRetryPolicy | Represents a retry policy. |

Enumerations

| | Enumeration | Description |
|---|------------------------------|--|
|  | LocationMode | Specifies the location mode to indicate which location should receive the request. |

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Microsoft.WindowsAzure.Storage Namespace

| | Class | Description |
|---|-------------------------------------|--|
|  | AccessCondition | Represents a set of access conditions to be used for operation against the storage services. |
|  | CloudStorageAccount | Represents a Windows Azure Storage account. |
|  | ExceptionInfo | Represents exception information from a request to the Storage service. |
|  | IPAddressOrRange | Specifies either a single IP Address or a single range of IP Addresses (minimum and a maximum, inclusive.) |
|  | NameValidator | Provides helpers to validate resource names across the Microsoft Azure Storage Services. |

Interfaces

| | Interface | Description |
|---|------------------------------------|---|
|  | IBufferManager | An interface that allows clients to provide a buffer manager to a given service client. This interface is patterned after the System.ServiceModel.Channels.BufferManager class. |
|  | IContinuationToken | An interface required for continuation token types |
|  | IRequestOptions | An interface required for request option types. |

Enumerations

| | Enumeration | Description |
|---|--|---|
|  | AuthenticationScheme | Specifies the authentication scheme used to sign HTTP requests. |
|  | LogLevel | Specifies what messages to output to the log. |
|  | SharedAccessAccountPermissions | Specifies the set of possible permissions for a shared access account policy. |
|  | SharedAccessAccountResourceTypes | Specifies the set of possible signed resource types for a shared access account policy. |
| | | Specifies the set of possible |

IRequestOptions Interface

C#C++F#VB

[See Also](#)

An interface required for request option types.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public interface IRequestOptions
```

C++

 [Copy Code](#)

```
public interface class IRequestOptions
```

F#

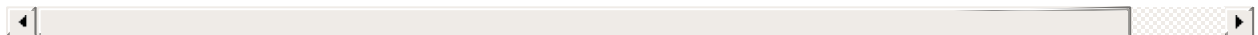
 [Copy Code](#)

```
type IRequestOptions = interface end
```



VB

 [Copy Code](#)

```
Public Interface IRequestOptions
```

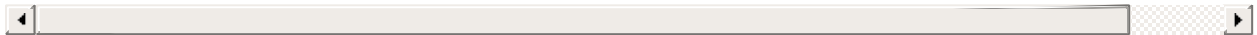


Properties

| | Name |
|---|--|
|  | LocationModeLocationModeLocationModeLocationMode |
|  | MaximumExecutionTimeMaximumExecutionTimeMaximumExecutionTimeMaximumExecutionTime |
|  | RetryPolicyRetryPolicyRetryPolicyRetryPolicy |
| | |

Remarks

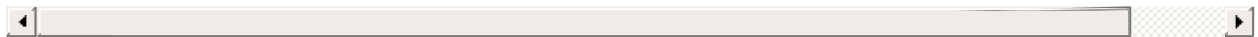
The [QueueRequestOptions](#), [BlobRequestOptions](#), and [TableRequestOptions](#) classes implement the **IRequestOptions** interface.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IRetryPolicy.::CreateInstance Method (000)

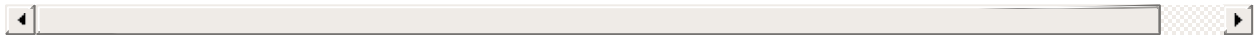
C#C++F#VB

[See Also](#)

Generates a new retry policy for the current request attempt.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
IRetryPolicy CreateInstance()
```

C++

 [Copy](#) [Copy](#)

```
IRetryPolicy^ CreateInstance()
```

F#

 [Copy](#) [Copy](#)

```
abstract CreateInstance : unit -> IRetryPolicy
```

VB

 [Copy](#) [Copy](#)

```
Function CreateInstance As IRetryPolicy
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)

An [IRetryPolicy](#) object that represents the retry policy for the current request attempt.

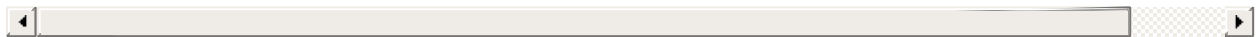


See Also

[IRetryPolicy Interface](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



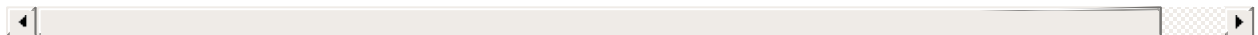
**IRetryPolicy::ShouldRetry Method (Int32, Int32, C#C++F#VB
Exception, TimeSpan, OperationContext)(Int32,
Int32, Exception^, TimeSpan%, OperationContext^)(Int32,
Int32, Exception, TimeSpan, OperationContext)(Int32, Int32,
Exception, TimeSpan, OperationContext)**

[See Also](#)

Determines whether the operation should be retried and the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception lastException,  
    out TimeSpan retryInterval,  
    OperationContext operationContext  
)
```

C++

 Copy Co

```
bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception^ lastException,  
    [OutAttribute] TimeSpan% retryInterval  
    OperationContext^ operationContext  
)
```

F#

 Copy Co

```
abstract ShouldRetry :  
    currentRetryCount:int *  
    statusCode:int *  
    lastException:Exception *  
    retryInterval:TimeSpan byref *  
    operationContext:OperationContext -> bool
```

VB

 Copy Co

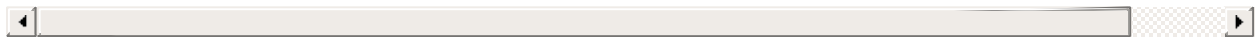
```
Function ShouldRetry (  
    currentRetryCount As Integer,  
    statusCode As Integer,  
    lastException As Exception,  
    retryInterval As TimeSpan ByRef,  
    operationContext As OperationContext) As Boolean
```

See Also

[IRetryPolicy Interface](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



StorageUri Class

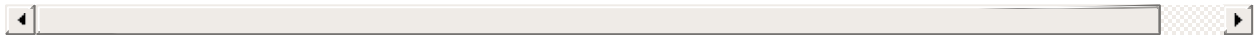
C#C++F#VB

[See Also](#)

Contains the URIs for both the primary and secondary locations of a Windows Azure Storage resource.

Namespace: [Microsoft.WindowsAzure.Storage](#)

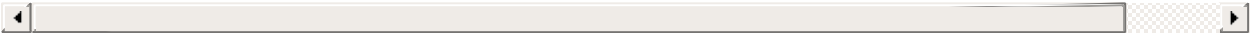
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.::Object

Microsoft.WindowsAzure.Storage.::StorageUri



Syntax

C#

 [Copy Code](#)

```
public sealed class StorageUri
```

C++

 [Copy Code](#)

```
public ref class StorageUri sealed
```

F#

 [Copy Code](#)



```
[<Sealed>]  
type StorageUri = class end
```

VB



 [Copy Code](#)

```
Public NotInheritable Class StorageUri
```






Constructors

| | Name | Description |
|---|---|--|
|  | <u>StorageUri(Uri)(Uri^)(Uri)(Uri)</u> | Initializes a new instance of the StorageUri class using the primary endpoint for the storage account. |
|  | <u>StorageUri(Uri, Uri)(Uri^, Uri^)(Uri, Uri)(Uri, Uri)</u> | Initializes a new instance of the StorageUri class using the primary and secondary endpoints for the storage account. |



Properties

| | Name | Description |
|---|--|--|
|  | PrimaryUriPrimaryUriPrimaryUriPrimaryUri | The endpoint of the primary location for the storage account |
|  | SecondaryUriSecondaryUriSecondaryUriSecondaryUri | The endpoint of the secondary location for the storage account |

Methods

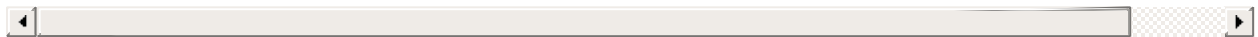
| | Name |
|---|--|
|  | Equals(Object)(Object^)(Object)(Object) |
|  | Equals(StorageUri)(StorageUri^)(StorageUri)(StorageUri) |
|  | GetHashCode()() |
|  | GetType()() |
|  | GetUri(StorageLocation)(StorageLocation)(StorageLocation)(StorageL |

Operators

| | Name | Description |
|---|--|---|
|  | <u>Equality(StorageUri, StorageUri)</u> <u>(StorageUri^, StorageUri^)(StorageUri, StorageUri)</u> | Compares two StorageUri objects for equivalency. |
|  | <u>Inequality(StorageUri, StorageUri)</u> <u>(StorageUri^, StorageUri^)(StorageUri, StorageUri)</u> | Compares two StorageUri objects for non-equivalency. |

Thread Safety

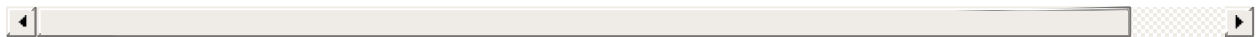
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageCredentials Class

C#C++F#VB

[See Also](#)

Represents a set of credentials used to authenticate access to a Windows Azure storage account.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object
 Microsoft.WindowsAzure.Storage.Auth.:::StorageCredentials



Syntax

C#

 [Copy Code](#)

```
public sealed class StorageCredentials
```

C++

 [Copy Code](#)

```
public ref class StorageCredentials sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type StorageCredentials = class end
```




VB

 [Copy Code](#)





```
Public NotInheritable Class StorageCredentials
```



Constructors

| | Name | Description |
|---|---|---|
|  | <u>StorageCredentials()()()</u> | Initializes a new instance of the StorageCredent class. |
|  | <u>StorageCredentials(String)(String^)(String)(String)</u> | Initializes a new instance of the StorageCredent class with the specified shared access signature token. |
|  | <u>StorageCredentials(String, String)(String^, String^)(String, String)(String, String)</u> | Initializes a new instance of the StorageCredent class with the specified account name and value. |

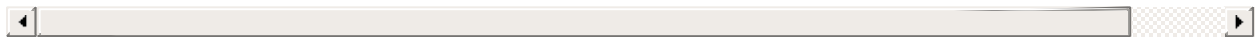
Properties

| | Name | Descrip |
|---|---|---|
|  | <u>AccountNameAccountNameAccountNameAccountName</u> | Gets the as account na the creden |
|  | <u>IsAnonymousIsAnonymousIsAnonymousIsAnonymous</u> | Gets a val indicating the creden for anony access. |
|  | <u>IsSASIsSASIsSASIsSAS</u> | Gets a val indicating the creden a shared a signature t |
|  | <u>IsSharedKeyIsSharedKeyIsSharedKeyIsSharedKey</u> | Gets a val indicating the creden |

| | Name |
|---|---|
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> |
|  | <code>Equals(StorageCredentials)(StorageCredentials^)(StorageCredentials)(</code> |
|  | <code>ExportBase64EncodedKey0000</code> |
|  | <code>ExportKey0000</code> |

Thread Safety

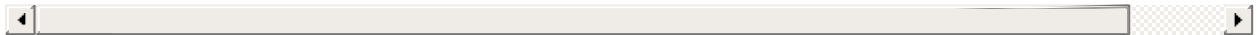
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



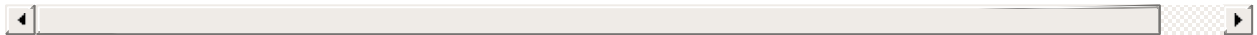
CloudQueue Constructor

C#C++F#VB




[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

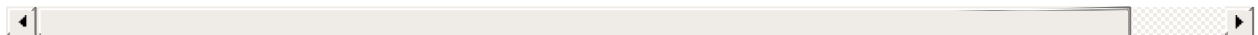
| | Name | Description |
|---|--|--|
|  | <u>CloudQueue(StorageUri, StorageCredentials)</u> <u>(StorageUri^, StorageCredentials^)(StorageUri, StorageCredentials)</u> | Initializes a new instance of the <u>CloudQueue</u> class. |
|  | <u>CloudQueue(Uri)(Uri^)(Uri)(Uri)</u> | Initializes a new instance of the <u>CloudQueue</u> class. |
|  | <u>CloudQueue(Uri, StorageCredentials)(Uri^, StorageCredentials^)(Uri, StorageCredentials)(Uri, StorageCredentials)</u> | Initializes a new instance of the <u>CloudQueue</u> class. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



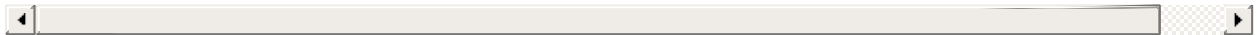
CloudQueue.::.AddMessageAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

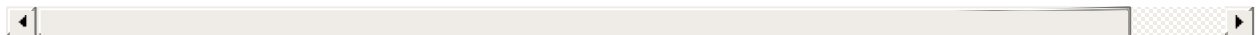
| | Name |
|---|---|
|  | <u>AddMessageAsync(CloudQueueMessage)(CloudQueueMessage^)(CloudQueueMessage)</u> |
|  | <u>AddMessageAsync(CloudQueueMessage, Nullable<TimeSpan>, Nullable<QueueRequestOptions>, OperationContext)(CloudQueueMessage^, Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^)(CloudQueueMessage, Nullable<TimeSpan>, QueueRequestOptions, OperationContext)</u> |
|  | <u>AddMessageAsync(CloudQueueMessage, Nullable<TimeSpan>, Nullable<QueueRequestOptions>, OperationContext, CancellationToken)(CloudQueueMessage^, Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^, CancellationToken^)(CloudQueueMessage, Nullable<TimeSpan>, QueueRequestOptions, OperationContext, CancellationToken)</u> |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



ExecutionContext Class

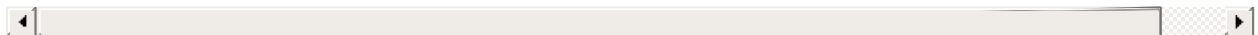
C#C++F#VB

[See Also](#)

Represents the context for a request operation against the storage service, and provides additional runtime information about its execution.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.:::OperationContext



Syntax

C#

 [Copy Code](#)

```
public sealed class OperationContext
```

C++

 [Copy Code](#)

```
public ref class OperationContext sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type OperationContext = class end
```


VB

 [Copy Code](#)

```
Public NotInheritable Class OperationContext
```






Constructors

| | Name | Description |
|---|---|--|
|  | <u>OperationContext()</u> | Initializes a new instance of the OperationContext class. |

Properties

| | Name |
|---|---|
|  | <u>ClientRequestIDClientRequestIDClientRequestIDClientRequestID</u> |
|   | <u>DefaultLogLevelDefaultLogLevelDefaultLogLevelDefaultLogLevel</u> |
|  | <u>EndTimeEndTimeEndTimeEndTime</u> |
|  | <u>LastResultLastResultLastResultLastResult</u> |

Methods

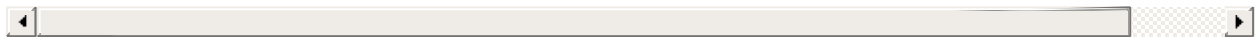
| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Events

| | Name | Description |
|---|--|---|
|   | GlobalRequestCompleted | Occurs after a response has been fully received and processed. |
|   | GlobalResponseReceived | Occurs when a response is received from the server, before any processing or downloading. |
|   | GlobalRetrying | Occurs before a request is retried |
|   | GlobalSendingRequest | Occurs immediately before a request is signed. |
|  | RequestCompleted | Occurs after a response has been fully received and processed. |

Thread Safety

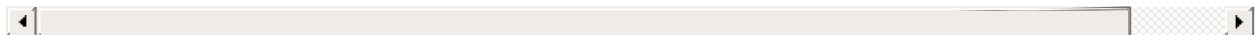
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



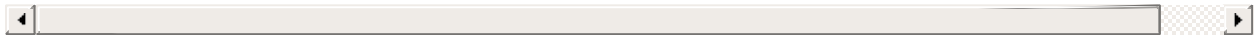
CloudQueue.::.ClearAsync Method

C#C++F#VB


[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Description |
|---|---|--------------------------------|
|  | ClearAsync() | Clears the messages the queue. |
|  | ClearAsync(CancellationToken)(QueueRequestOptions, OperationContext) ClearAsync(CancellationToken)(QueueRequestOptions, OperationContext) ClearAsync(CancellationToken)(QueueRequestOptions, OperationContext) | Clears the messages the queue. |
|  | ClearAsync(CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) ClearAsync(CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) ClearAsync(CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) | Clears the messages the queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.CreateAsync Method

C#C++F#VB




[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Description |
|---|---|---------------------|
|  | CreateAsync()() | Creates t queue. |
|  | CreateAsync(QueueRequestOptions, OperationContext) (QueueRequestOptions^, OperationContext^) (QueueRequestOptions, OperationContext) (QueueRequestOptions, OperationContext) | Creates t queue. |
|  | CreateAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken) (QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) | Creates t queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



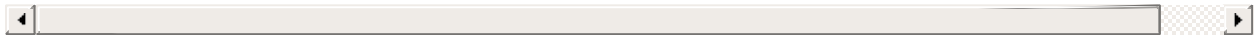
CloudQueue.:.CreateIfNotExistsAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

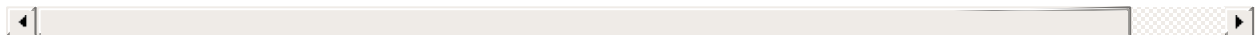
| | Name | Description |
|---|---|---|
|  | <u>CreateIfNotExistsAsync()()</u> | Creates the queue if it does not already exist. |
|  | <u>CreateIfNotExistsAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)</u> | Creates the queue if it does not already exist. |
|  | <u>CreateIfNotExistsAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)</u> | Creates the queue if it does not already exist. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.DeleteAsync Method

C#C++F#VB




[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Description |
|---|---|--------------------|
|  | DeleteAsync() | Deletes the queue. |
|  | DeleteAsync(CancellationToken, OperationContext) DeleteAsync(CancellationToken, OperationContext) DeleteAsync(CancellationToken, OperationContext) | Deletes the queue. |
|  | DeleteAsync(CancellationToken, OperationContext, CancellationToken) DeleteAsync(CancellationToken, OperationContext, CancellationToken) DeleteAsync(CancellationToken, OperationContext, CancellationToken) | Deletes the queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



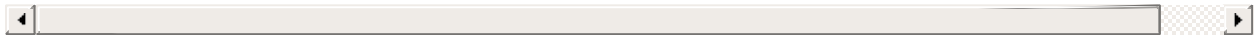
CloudQueue.::.DeleteIfExistsAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

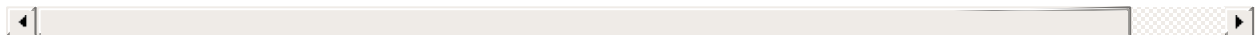
| | Name | Description |
|---|--|---|
|  | <u>DeleteIfExistsAsync()</u> | Deletes the queue if it already exists. |
|  | <u>DeleteIfExistsAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)(QueueRequestOptions, OperationContext)</u> | Deletes the queue if it already exists. |
|  | <u>DeleteIfExistsAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)</u> | Deletes the queue if it already exists. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.DeleteMessageAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name |
|---|--|
|  | DeleteMessageAsync(CloudQueueMessage)(CloudQueueMessage^)(C |
|  | DeleteMessageAsync(CloudQueueMessage, QueueRequestOptions, C QueueRequestOptions^, OperationContext^)(CloudQueueMessage, Q (CloudQueueMessage, QueueRequestOptions, OperationContext) |
|  | DeleteMessageAsync(String, String)(String^, String^)(String, String) |
|  | DeleteMessageAsync(String, String, QueueRequestOptions, Operatic QueueRequestOptions^, OperationContext^)(String, String, QueueRe String, QueueRequestOptions, OperationContext) |
|  | DeleteMessageAsync(String, String, QueueRequestOptions, Operatic String^, QueueRequestOptions^, OperationContext^, CancellationTo QueueRequestOptions, OperationContext, CancellationToken)(String, OperationContext, CancellationToken) |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



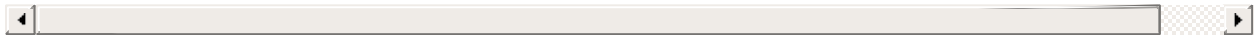
CloudQueue.::.ExistsAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Description |
|---|---|-----------------------------|
|  | ExistsAsync()() | Checks existence the queue. |
|  | ExistsAsync(QueueRequestOptions, OperationContext) (QueueRequestOptions^, OperationContext^) (QueueRequestOptions, OperationContext) (QueueRequestOptions, OperationContext) | Checks existence the queue. |
|  | ExistsAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken) (QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) | Checks existence the queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.FetchAttributesAsync Method

C#C++F#VB




[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Description |
|---|--|---------------------------------------|
|  | FetchAttributesAsync() | Retrieves t queue's attributes. |
|  | FetchAttributesAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)(QueueRequestOptions, OperationContext) | Retrieves t queue's attributes. |
|  | FetchAttributesAsync(QueueRequestOptions, OperationContext, CancellationToken) (QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) (QueueRequestOptions, OperationContext, CancellationToken) | Retrieves t queue's attributes. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



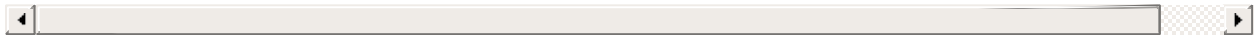
CloudQueue.::.GetMessageAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

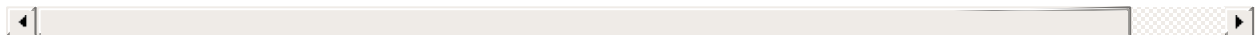
| | Name | Description |
|---|--|---------------------------------------|
|  | GetMessageAsync()() | Gets a single message from the queue. |
|  | GetMessageAsync(Nullable<TimeSpan>, QueueRequestOptions, OperationContext)(Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^)(Nullable<TimeSpan>, QueueRequestOptions, OperationContext)(Nullable(Of TimeSpan), QueueRequestOptions, OperationContext) | Gets a single message from the queue. |
|  | GetMessageAsync(Nullable<TimeSpan>, QueueRequestOptions, OperationContext, CancellationToken)(Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^, CancellationToken)(Nullable<TimeSpan>, QueueRequestOptions, OperationContext, CancellationToken)(Nullable(Of TimeSpan), QueueRequestOptions, OperationContext, CancellationToken) | Gets a single message from the queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.GetMessagesAsync Method

C#C++F#VB




[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Description |
|---|--|--------------------------------------|
|  | <u>GetMessagesAsync(Int32)(Int32)(Int32)(Int32)</u> | Gets a list messages from the queue. |
|  | <u>GetMessagesAsync(Int32, Nullable<TimeSpan>, QueueRequestOptions, OperationContext)(Int32, Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^)(Int32, Nullable<TimeSpan>, QueueRequestOptions, OperationContext)(Int32, Nullable(Of TimeSpan), QueueRequestOptions, OperationContext)</u> | Gets a list messages from the queue. |
|  | <u>GetMessagesAsync(Int32, Nullable<TimeSpan>, QueueRequestOptions, OperationContext, CancellationToken)(Int32, Nullable<TimeSpan>, QueueRequestOptions^, OperationContext^, CancellationToken)(Int32, Nullable<TimeSpan>, QueueRequestOptions, OperationContext, CancellationToken)(Int32, Nullable(Of TimeSpan), QueueRequestOptions, OperationContext, CancellationToken)</u> | Gets a list messages from the queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



QueuePermissions Class

C#C++F#VB

[See Also](#)

Represents the permissions for a queue.

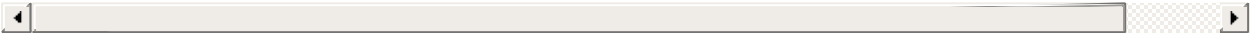
Namespace: [Microsoft.WindowsAzure.Storage.Queue.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object
Microsoft.WindowsAzure.Storage.Queue.Protocol.:::QueuePermission



Syntax

C#

 [Copy Code](#)

```
public sealed class QueuePermissions
```

C++

 [Copy Code](#)

```
public ref class QueuePermissions sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type QueuePermissions = class end
```


VB

 [Copy Code](#)


```
Public NotInheritable Class QueuePermissions
```



Constructors

| | Name | Description |
|---|---|--|
|  | <u>QueuePermissions()</u> | Initializes a new instance of the QueuePermissions class. |

Properties

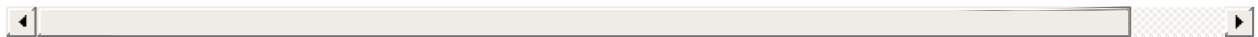
| | Name |
|---|--|
|  | SharedAccessPoliciesSharedAccessPoliciesSharedAccessPoliciesShared |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Queue.Protocol Namespace](#)

[Return to top](#)



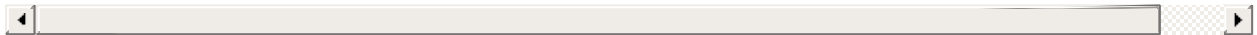
CloudQueue.:.GetPermissionsAsync Method

C#C++F#VB




[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Description |
|---|--|--|
|  | <u>GetPermissionsAsync()</u> | Gets the permissions settings for t queue. |
|  | <u>GetPermissionsAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)(QueueRequestOptions, OperationContext)</u> | Gets the permissions settings for t queue. |
|  | <u>GetPermissionsAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)</u> | Gets the permissions settings for t queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

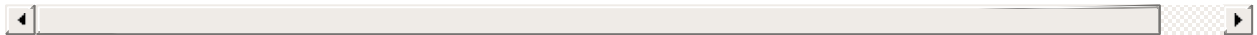
[Return to top](#)



CloudQueue.:.GetSharedAccessSignature Method C#C++F#VB
[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Nam |
|---|--|
|  | GetSharedAccessSignature(SharedAccessQueuePolicy)(SharedAccessQu |
|  | GetSharedAccessSignature(SharedAccessQueuePolicy, String)(SharedA (SharedAccessQueuePolicy, String) |
|  | GetSharedAccessSignature(SharedAccessQueuePolicy, String, Nullable (SharedAccessQueuePolicy^, String^, Nullable<SharedAccessProtocol> Nullable<SharedAccessProtocol>, IPAddressOrRange)(SharedAccessQu IPAddressOrRange) |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



SharedAccessProtocol Enumeration

[See Also](#)

Specifies the set of possible signed protocols for a shared access account policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public enum SharedAccessProtocol
```

C++

 [Copy](#) [Copy](#)

```
public enum class SharedAccessProtocol
```

F#

 [Copy](#) [Copy](#)

```
type SharedAccessProtocol
```

VB

 [Copy](#) [Copy](#)

```
Public Enumeration SharedAccessProtocol
```



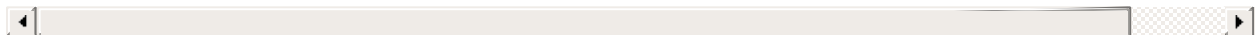
Members

| Member name | Description |
|-------------|---|
| HttpsOnly | Permission to use SAS only through https granted. |
| HttpsOrHttp | Permission to use SAS through https or http granted. Equivalent to not specifying any permission at all. |

See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IPAddressOrRange Class

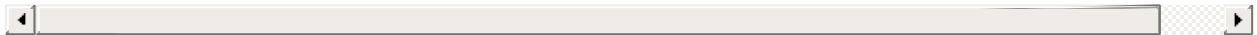
C#C++F#VB

[See Also](#)

Specifies either a single IP Address or a single range of IP Addresses (a minimum and a maximum, inclusive.)

Namespace: [Microsoft.WindowsAzure.Storage](#)

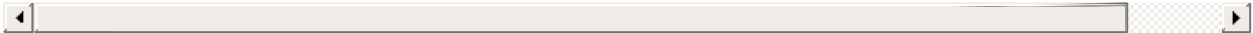
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.::..Object

Microsoft.WindowsAzure.Storage.::..IPAddressOrRange



Syntax

C#

 [Copy](#) [Copy](#)

```
public class IPAddressOrRange
```

C++

 [Copy](#) [Copy](#)

```
public ref class IPAddressOrRange
```

F#

 [Copy](#) [Copy](#)

```
type IPAddressOrRange = class end
```



VB

 [Copy](#) [Copy](#)



```
Public Class IPAddressOrRange
```





Constructors

| | Name | Description |
|---|---|---|
|  | <u>IPAddressOrRange(String)(String^)(String)(String)</u> | Initializes a new instance of the IPAddressOrRange class from a single IPAddress. |
|  | <u>IPAddressOrRange(String, String)(String^, String^)(String, String)(String, String)</u> | Initializes a new instance of the IPAddressOrRange class from two IPAddress objects, minimum and a maximum. |

Properties

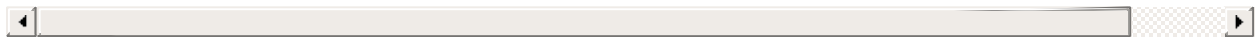
| | Name |
|---|---|
|  | <u>AddressAddressAddressAddress</u> |
|  | <u>IsSingleAddressIsSingleAddressIsSingleAddressIsSingleAddress</u> |
| | |

Methods

| | Name | Description |
|---|--|--|
|  | Equals(Object)(Object^(Object)(Object) | (Inherited from Object.) |
|  | Finalize()() | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | MemberwiseClone()() | (Inherited from Object.) |
| | | Provides a string representation of this |

Thread Safety

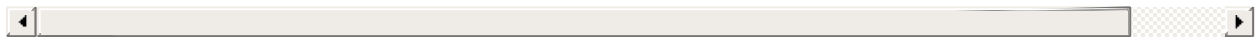
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudQueue.::.PeekMessageAsync Method

C#C++F#VB




[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

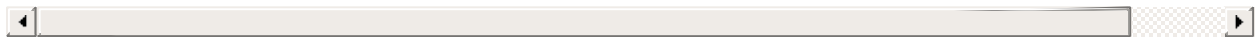
| | Name | Description |
|---|---|--|
|  | <u>PeekMessageAsync()</u> | Peeks a single message from the queue. |
|  | <u>PeekMessageAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)(QueueRequestOptions, OperationContext)</u> | Peeks a single message from the queue. |
|  | <u>PeekMessageAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)</u> | Peeks a single message from the queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



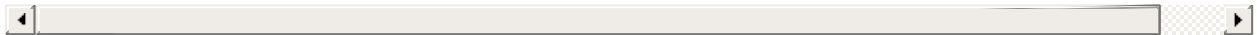
CloudQueue.::.PeekMessagesAsync Method

C#C++F#VB


[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

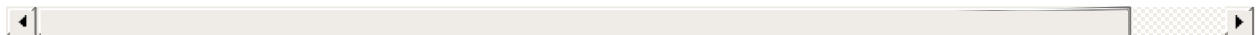
| | Name | Description |
|---|---|--|
|  | PeekMessagesAsync(Int32)(Int32)(Int32)(Int32) | Peeks a list of messages from the queue. |
|  | PeekMessagesAsync(Int32, QueueRequestOptions, OperationContext)(Int32, QueueRequestOptions^, OperationContext^)(Int32, QueueRequestOptions, OperationContext)(Int32, QueueRequestOptions, OperationContext) | Peeks a list of messages from the queue. |
|  | PeekMessagesAsync(Int32, QueueRequestOptions, OperationContext, CancellationToken)(Int32, QueueRequestOptions^, OperationContext^, CancellationToken)(Int32, QueueRequestOptions, OperationContext, CancellationToken)(Int32, QueueRequestOptions, OperationContext, CancellationToken) | Peeks a list of messages from the queue. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.:.SetMetadataAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

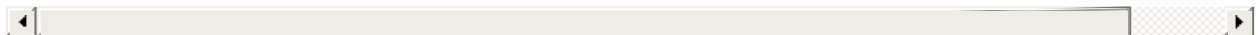
| | Name | Description |
|---|--|---------------------------------------|
|  | SetMetadataAsync()() | Sets the queue's us defined metadata. |
|  | SetMetadataAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)(QueueRequestOptions, OperationContext) | Sets the queue's us defined metadata. |
|  | SetMetadataAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) | Sets the queue's us defined metadata. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



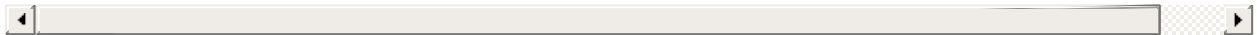
CloudQueue.:.SetPermissionsAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

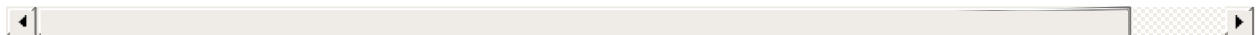
| | Name |
|---|--|
|  | <u>SetPermissionsAsync(QueuePermissions)(QueuePermissions^)(QueuePe</u> |
|  | <u>SetPermissionsAsync(QueuePermissions, QueueRequestOptions, Oper</u> <u>(QueuePermissions^, QueueRequestOptions^, OperationContext^)(Que</u> <u>QueueRequestOptions, OperationContext)(QueuePermissions, QueueR</u> <u>OperationContext)</u> |
|  | <u>SetPermissionsAsync(QueuePermissions, QueueRequestOptions, Oper</u> <u>CancellationToken)(QueuePermissions^, QueueRequestOptions^, Oper</u> <u>CancellationToken)(QueuePermissions, QueueRequestOptions, Operati</u> <u>CancellationToken)(QueuePermissions, QueueRequestOptions, Operati</u> <u>CancellationToken)</u> |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



CloudQueue.::.UpdateMessageAsync Method

C#C++F#VB


[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

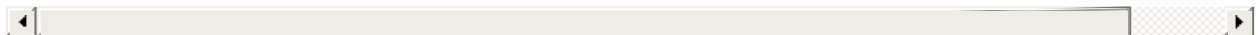
| | Name | Description |
|---|--|--------------------|
|  | <u>UpdateMessageAsync(CloudQueueMessage, TimeSpan, MessageUpdateFields)(CloudQueueMessage^, TimeSpan, MessageUpdateFields)(CloudQueueMessage, TimeSpan, MessageUpdateFields)(CloudQueueMessage, TimeSpan, MessageUpdateFields)</u> | Updates a message. |
|  | <u>UpdateMessageAsync(CloudQueueMessage, TimeSpan, MessageUpdateFields, QueueRequestOptions, OperationContext)(CloudQueueMessage^, TimeSpan, MessageUpdateFields, QueueRequestOptions^, OperationContext^)(CloudQueueMessage, TimeSpan, MessageUpdateFields, QueueRequestOptions, OperationContext)(CloudQueueMessage, TimeSpan, MessageUpdateFields, QueueRequestOptions, OperationContext)</u> | Updates a message. |
|  | <u>UpdateMessageAsync(CloudQueueMessage, TimeSpan, MessageUpdateFields, QueueRequestOptions, OperationContext, CancellationToken)(CloudQueueMessage^, TimeSpan, MessageUpdateFields, QueueRequestOptions^, OperationContext^, CancellationToken)(CloudQueueMessage, TimeSpan, MessageUpdateFields, QueueRequestOptions, OperationContext, CancellationToken)(CloudQueueMessage, TimeSpan, MessageUpdateFields, QueueRequestOptions, OperationContext, CancellationToken)</u> | Updates a message. |

See Also

[CloudQueue Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



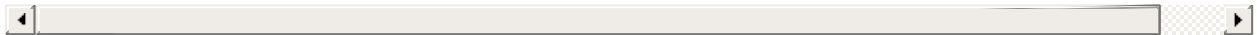
CloudQueueClient Constructor

C#C++F#VB



[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

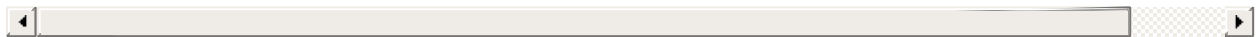
| | Name | Description |
|---|---|---|
|  | <u>CloudQueueClient(StorageUri, StorageCredentials)(StorageUri^, StorageCredentials^)(StorageUri, StorageCredentials)(StorageUri, StorageCredentials)</u> | Initializes a new instance of the <u>CloudQueueClient</u> class using the specified Queue service endpoint and account credentials. |
|  | <u>CloudQueueClient(Uri, StorageCredentials)(Uri^, StorageCredentials^)(Uri, StorageCredentials)(Uri, StorageCredentials)</u> | Initializes a new instance of the <u>CloudQueueClient</u> class using the specified Queue service endpoint and account credentials. |

See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



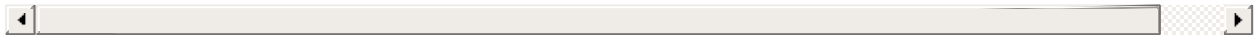
AuthenticationScheme Enumeration

[See Also](#)

Specifies the authentication scheme used to sign HTTP requests.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public enum AuthenticationScheme
```

C++

 [Copy](#) [Copy](#)

```
public enum class AuthenticationScheme
```

F#

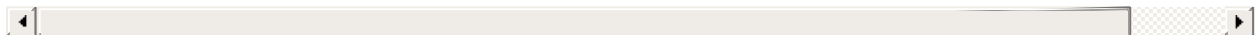
 [Copy](#) [Copy](#)

```
type AuthenticationScheme
```

VB

 [Copy](#) [Copy](#)

```
Public Enumeration AuthenticationScheme
```



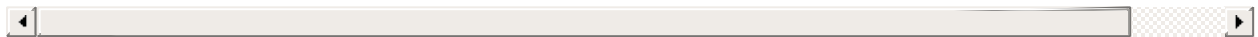
Members

| Member name | Description |
|---------------|--|
| SharedKey | Signs HTTP requests using the Shared Key authentication scheme. |
| SharedKeyLite | Signs HTTP requests using the Shared Key Lite authentication scheme. |

See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



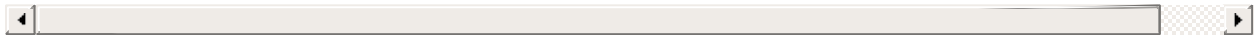
IBufferManager....GetDefaultBufferSize Method () C#C++F#VB
000

[See Also](#)

Gets the size, in bytes, of the buffers managed by the given pool. Note that the buffer manager must return buffers of the exact size requested by the client.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
int GetDefaultBufferSize()
```

C++

 [Copy](#) [Copy](#)

```
int GetDefaultBufferSize()
```

F#

 [Copy](#) [Copy](#)

```
abstract GetDefaultBufferSize : unit -> int
```

VB

 [Copy](#) [Copy](#)

```
Function GetDefaultBufferSize As Integer
```

Return Value

Type: [System.Int32System::Int32System.Int32System.Int32](#)

The size, in bytes, of the buffers managed by the given pool.



See Also

[IBufferManager Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



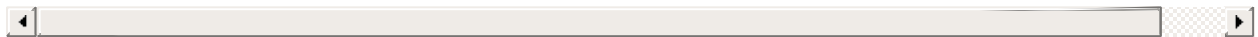
IBufferManager...ReturnBuffer Method (Byte[]) C#C++F#VB
(array<Byte>^)(Byte[])(Byte())

[See Also](#)

Returns a buffer to the pool.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
void ReturnBuffer(  
    byte[] buffer  
)
```

C++

 Copy Co


```
void ReturnBuffer(  
    array<unsigned char>^ buffer  
)
```

F#

 Copy Co

```
abstract ReturnBuffer :  
    buffer:byte[] -> unit
```

VB

 Copy Co

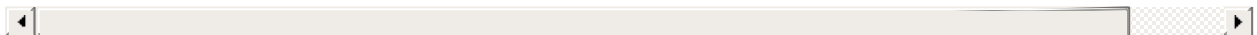
```
Sub ReturnBuffer (  
    buffer As Byte()  
)
```

Parameters

buffer

Type: [System.Byte](#)[]array<[System::Byte](#)>^[System.Byte](#)[][System.Byte](#)(

A byte array specifying the buffer to return to the pool.



Exceptions

| Exception | Condition |
|-----------------------|--|
| ArgumentNullException | Buffer reference cannot be null. |
| ArgumentException | Length of buffer does not match the pool's buffer length property. |

See Also

[IBufferManager Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**IBufferManager...TakeBuffer Method (Int32)
(Int32)(Int32)(Int32)**

C#C++F#VB

[See Also](#)

Gets a buffer of the specified size or larger from the pool.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
byte[] TakeBuffer(  
    int bufferSize  
)
```

C++

 Copy Co

```
array<unsigned char>^ TakeBuffer(  
    int bufferSize  
)
```

F#

 Copy Co

```
abstract TakeBuffer :  
    bufferSize:int -> byte[]
```

VB

 Copy Co

```
Function TakeBuffer (  
    bufferSize As Integer  
) As Byte()
```

Parameters

bufferSize

Type: [System.Int32System::Int32System.Int32System.Int32](#)

The size, in bytes, of the requested buffer.

Exceptions

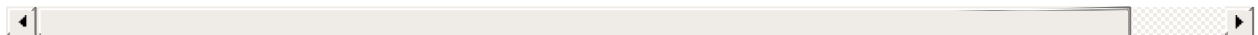
| Exception | Condition |
|-----------------------------|--|
| ArgumentOutOfRangeException | The value specified for bufferSize cannot be less than zero. |

See Also

[IBufferManager Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



ServiceProperties Class

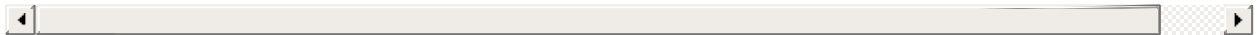
C#C++F#VB

[See Also](#)

Class representing a set of properties pertaining to a cloud storage service.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Shared.Protocol.:::ServiceProperti



Syntax

C#

 [Copy Code](#)

```
public sealed class ServiceProperties
```

C++

 [Copy Code](#)

```
public ref class ServiceProperties sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type ServiceProperties = class end
```



VB

 [Copy Code](#)




```
Public NotInheritable Class ServiceProperties
```







Constructors

| | Name | Description |
|--|--|--|
|  | <u>ServiceProperties()()()</u> | Initializes a new instance of the ServiceProperties class. |
|  | <u>ServiceProperties(LoggingProperties, MetricsProperties, MetricsProperties, CorsProperties)(LoggingProperties^, MetricsProperties^, MetricsProperties^, CorsProperties^)(LoggingProperties, MetricsProperties, MetricsProperties, CorsProperties)(LoggingProperties, MetricsProperties, MetricsProperties, CorsProperties)</u> | Initializes a new instance of the ServiceProperties class. |

Properties

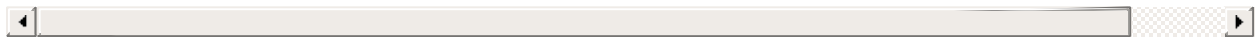
| | Name |
|---|---|
|  | CorsCorsCorsCors |
|  | DefaultServiceVersionDefaultServiceVersionDefaultServiceVersionDe |
|  | HourMetricsHourMetricsHourMetricsHourMetrics |
| | |

Methods

| | Name | Description |
|---|--|--------------------------|
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> | (Inherited from Object.) |
|  | <code>GetHashCode()()</code> | (Inherited from Object.) |
|  | <code>GetType()()</code> | (Inherited from Object.) |
|  | <code>ToString()()</code> | (Inherited from Object.) |

Thread Safety

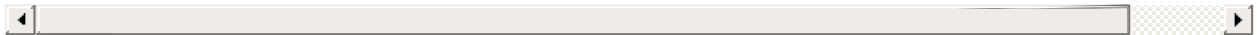
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

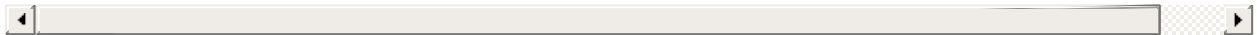
[Return to top](#)



CloudQueueClient.::GetServicePropertiesAsync C#C++F#VB
Method
[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

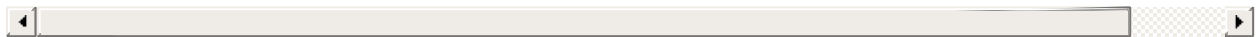
| | Name | Description |
|---|---|---------------------------------------|
|  | GetServicePropertiesAsync()() | Gets the properties the blob service. |
|  | GetServicePropertiesAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)(QueueRequestOptions, OperationContext) | Gets the properties the blob service. |
|  | GetServicePropertiesAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) | Gets the properties the blob service. |

See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



ServiceStats Class

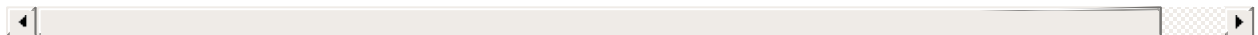
C#C++F#VB

[See Also](#)

Class representing a set of stats pertaining to a cloud storage service.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Shared.Protocol.:::ServiceStats



Syntax

C#

 [Copy Code](#)

```
public sealed class ServiceStats
```

C++

 [Copy Code](#)

```
public ref class ServiceStats sealed
```

F#

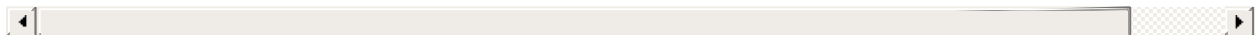
 [Copy Code](#)

```
[<Sealed>]  
type ServiceStats = class end
```

VB

 [Copy Code](#)





```
Public NotInheritable Class ServiceStats
```



Properties

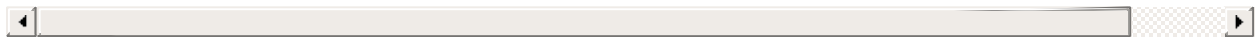
| | Name | Descrip |
|---|--|---------------------------------|
|  | GeoReplicationGeoReplicationGeoReplicationGeoReplication | Gets or the geo replicat stats. |

Methods

| | Name | Description |
|---|--|--------------------------|
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> | (Inherited from Object.) |
|  | <code>GetHashCode()()</code> | (Inherited from Object.) |
|  | <code>GetType()()</code> | (Inherited from Object.) |
|  | <code>ToString()()</code> | (Inherited from Object.) |

Thread Safety

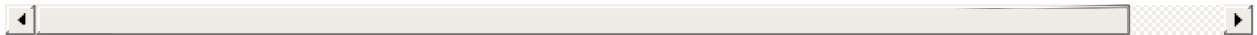
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

[Return to top](#)



CloudQueueClient.::.GetServiceStatsAsync Method C#C++F#VB
[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

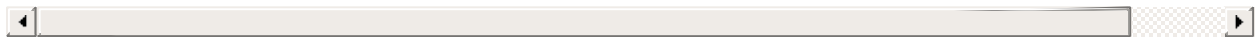
| | Name | Description |
|---|--|-------------------------------------|
|  | GetServiceStatsAsync()() | Gets the stats of tl queue service. |
|  | GetServiceStatsAsync(QueueRequestOptions, OperationContext)(QueueRequestOptions^, OperationContext^)(QueueRequestOptions, OperationContext)(QueueRequestOptions, OperationContext) | Gets the stats of tl queue service. |
|  | GetServiceStatsAsync(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions^, OperationContext^, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken)(QueueRequestOptions, OperationContext, CancellationToken) | Gets the stats of tl queue service. |

See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

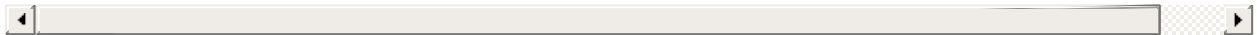
[Return to top](#)






CloudQueueClient.::..ListQueuesSegmentedAsync C#C++F#VB
Method
[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

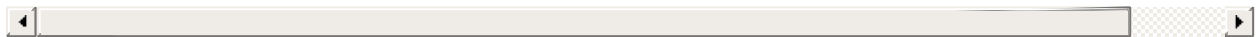
| | Name |
|---|--|
|  | ListQueuesSegmentedAsync(QueueContinuationToken)(QueueContinuationToken) |
|  | ListQueuesSegmentedAsync(String, QueueContinuationToken)(String, QueueContinuationToken) |
|  | ListQueuesSegmentedAsync(String, QueueListingDetails, Nullable<IOperationContext>)(String^, QueueListingDetails, Nullable<Int32>, COperationContext^)(String, QueueListingDetails, Nullable<Int32>, COperationContext)(String, QueueListingDetails, Nullable(Of Int32), COperationContext) |

See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



QueueListingDetails Enumeration

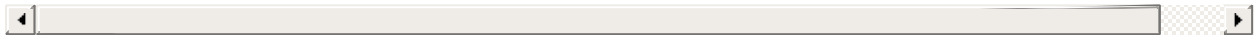
[See Also](#)

Specifies which details to include when listing the queues in this storage account.

This enumeration has a `FlagsAttribute` attribute that allows a bitwise combination of its member values.

Namespace: [Microsoft.WindowsAzure.Storage.Queue.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum QueueListingDetails
```

C++

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum class QueueListingDetails
```

F#

 [Copy](#) [Copy](#)

```
[<FlagsAttribute>]  
type QueueListingDetails
```

VB

 [Copy](#) [Copy](#)

```
<FlagsAttribute>  
Public Enumeration QueueListingDetails
```

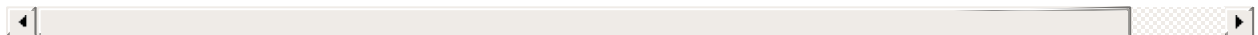
Members

| | Member name | Description |
|--|-------------|---------------------------------|
| | All | Retrieve all available details. |
| | Metadata | Retrieve queue metadata. |
| | None | No additional details. |

See Also

[Microsoft.WindowsAzure.Storage.Queue.Protocol Namespace](#)

[Return to top](#)



CloudQueueClient.::.SetServicePropertiesAsync Method

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name |
|---|---|
|  | SetServicePropertiesAsync(ServiceProperties)(ServiceProperties^)(ServiceProperties) |
|  | SetServicePropertiesAsync(ServiceProperties, QueueRequestOptions, CancellationToken)(ServiceProperties^, QueueRequestOptions^, OperationContext^)(ServiceProperties, QueueRequestOptions, OperationContext)(ServiceProperties, QueueRequestOptions, OperationContext) |
|  | SetServicePropertiesAsync(ServiceProperties, QueueRequestOptions, CancellationToken)(ServiceProperties^, QueueRequestOptions^, OperationContext^, CancellationToken)(ServiceProperties, QueueRequestOptions, OperationContext, CancellationToken) |

See Also

[CloudQueueClient Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



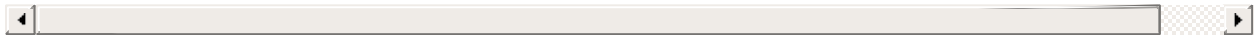
CloudQueueMessage Constructor

C#C++F#VB



[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

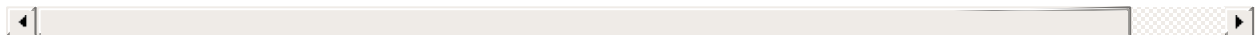
| | Name | Description |
|---|--|---|
|  | <u>CloudQueueMessage(String)(String^)(String)(String)</u> | Initializes a new instance of the <u>CloudQueueMe</u> class with the gi string. |
|  | <u>CloudQueueMessage(String, String)(String^, String^)(String, String)(String, String)</u> | Initializes a new instance of the <u>CloudQueueMe</u> class with the gi message ID and receipt. |

See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)





CloudQueueMessage....SetMessageContent Method C#C++F#VB
[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

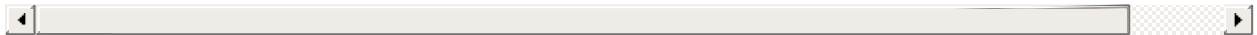
| | Name | Description |
|---|--|--------------------------------|
|  | <u>SetMessageContent(Byte[])(array<Byte>^)(Byte[])(Byte())</u> | Sets the content of this messa |
|  | <u>SetMessageContent(String)(String^)(String)(String)</u> | Sets the content of this messa |

See Also

[CloudQueueMessage Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



StorageLocation Enumeration

[See Also](#)

Represents a storage service location.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public enum StorageLocation
```

C++

 [Copy](#) [Copy](#)

```
public enum class StorageLocation
```

F#

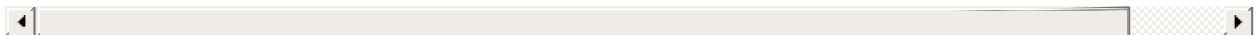
 [Copy](#) [Copy](#)

```
type StorageLocation
```

VB

 [Copy](#) [Copy](#)

```
Public Enumeration StorageLocation
```



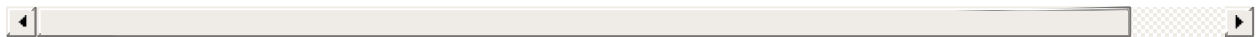
Members

| | Member name | Description |
|--|-------------|-------------------------------------|
| | Primary | Primary storage service location. |
| | Secondary | Secondary storage service location. |

See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IContinuationToken.TargetLocation

C#C++F#VB

PropertyIContinuationToken::TargetLocation

PropertyIContinuationToken.TargetLocation

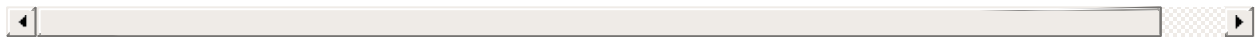
PropertyIContinuationToken.TargetLocation Property

[See Also](#)

Gets the location that the token applies to.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
Nullable<StorageLocation> TargetLocation { get;
```

C++

 [Copy Code](#)

```
property Nullable<StorageLocation> TargetLocati
    Nullable<StorageLocation> get();
    void set(Nullable<StorageLocation> valu
}
```

F#

 [Copy Code](#)

```
abstract TargetLocation : Nullable<StorageLocat
```

VB

 [Copy Code](#)

```
Property TargetLocation As Nullable(Of StorageL
```

Property Value

Type:

[System.Nullable<StorageLocation>](#)[System::Nullable<StorageLocation>](#)[System.Nullable<StorageLocation>](#)

A [StorageLocation](#) enumeration value.



See Also

[IContinuationToken Interface](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



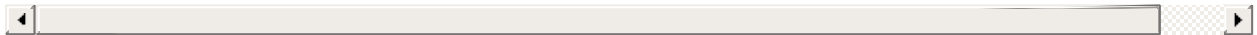
SharedAccessQueuePolicies...Add Method

C#C++F#VB



[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Descr |
|---|---|--|
|  | <u>Add(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair<String^, SharedAccessQueuePolicy^>)(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair(Of String, SharedAccessQueuePolicy))</u> | Adds the specif key/ <u>SharedAcc</u> value, stored in KeyValuePair<'<TKey, TValue<'TKey, 'TValu TValue), to the shared access p |
|  | <u>Add(String, SharedAccessQueuePolicy)(String^, SharedAccessQueuePolicy^)(String, SharedAccessQueuePolicy)(String, SharedAccessQueuePolicy)</u> | Adds the specif <u>SharedAccessQ</u> to the collection policies. |

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



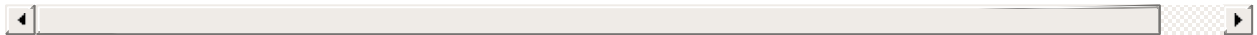
SharedAccessQueuePolicies...Remove Method

C#C++F#VB



[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage.Queue](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Overload List

| | Name | Descr |
|---|--|--|
|  | <u>Remove(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair<String^, SharedAccessQueuePolicy^>)(KeyValuePair<String, SharedAccessQueuePolicy>)(KeyValuePair(Of String, SharedAccessQueuePolicy))</u> | Removes the <u>SharedAccessQ</u> specified in the KeyValuePair<'<TKey, TValue>'> object, access policies |
|  | <u>Remove(String)(String^)(String)(String)</u> | Removes the va specified key fr access policies |

See Also

[SharedAccessQueuePolicies Class](#)

[Microsoft.WindowsAzure.Storage.Queue Namespace](#)

[Return to top](#)



ExponentialRetry Class

C#C++F#VB

[See Also](#)

Represents a retry policy that performs a specified number of retries, using a randomized exponential back off scheme to determine the interval between retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

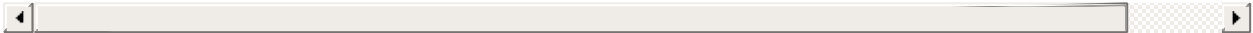
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.RetryPolicies.:::ExponentialRetry



Syntax

C#

 [Copy Code](#)

```
public sealed class ExponentialRetry : IExtendedRetryPolicy
    IRetryPolicy
```

C++

 [Copy Code](#)

```
public ref class ExponentialRetry sealed : IExtendedRetryPolicy
    IRetryPolicy
```

F#

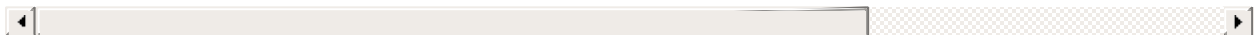
 [Copy Code](#)

```
[<Sealed>]
type ExponentialRetry =
    class
        interface IExtendedRetryPolicy
        interface IRetryPolicy
    end
```



VB

 [Copy Code](#)

```
Public NotInheritable Class ExponentialRetry
    Implements IExtendedRetryPolicy, IRetryPolicy
```



Constructors

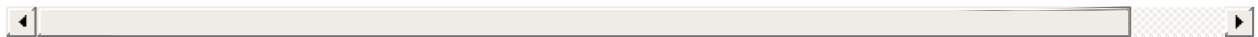
| | Name | Description |
|---|---|--|
|  | <u>ExponentialRetry()</u> | Initializes a new instance of the ExponentialRetry class. |
|  | <u>ExponentialRetry(TimeSpan, Int32)</u> <u>ExponentialRetry(TimeSpan, Int32)(TimeSpan, Int32)</u> | Initializes a new instance of the ExponentialRetry class using the specified delta and maximum number of retries. |

Methods

| | Name | Description |
|---|--|---|
|  | CreateInstance()()() | Generates a new retry policy for the current request attempt |
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | Evaluate(RetryContext, OperationContext)(RetryContext^, OperationContext^)(RetryContext, OperationContext)(RetryContext, OperationContext) | Determines whether the operation should be retried and the interval until the next retry. |
|  | GetHashCode()()() | (Inherited from Object.) |

Thread Safety

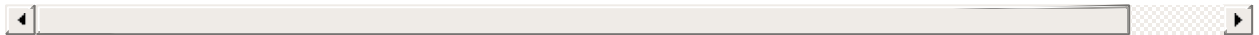
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



LinearRetry Class

C#C++F#VB

[See Also](#)

Represents a retry policy that performs a specified number of retries, using a specified fixed time interval between retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.RetryPolicies.:::LinearRetry



Syntax

C#

 [Copy Code](#)


```
public sealed class LinearRetry : IExtendedRetr
```

C++

 [Copy Code](#)

```
public ref class LinearRetry sealed : IExtended
```

F#

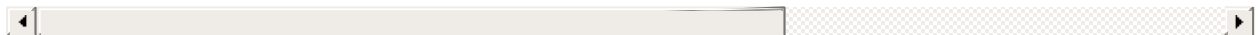
 [Copy Code](#)

```
[<Sealed>]  
type LinearRetry =  
    class  
        interface IExtendedRetryPolicy  
        interface IRetryPolicy  
    end
```

VB

 [Copy Code](#)

```
Public NotInheritable Class LinearRetry  
    Implements IExtendedRetryPolicy, IRetry
```



Constructors

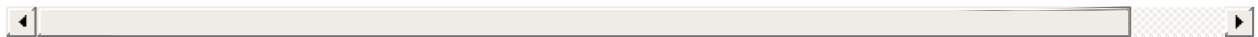
| | Name | Description |
|---|--|--|
|  | LinearRetry() | Initializes a new instance of the LinearRetry class. |
|  | LinearRetry(TimeSpan, Int32) LinearRetry(TimeSpan, Int32)(TimeSpan, Int32) LinearRetry(TimeSpan, Int32)(TimeSpan, Int32) | Initializes a new instance of the LinearRetry class using the specified delta and maximum number of retries |

Methods

| | Name | Description |
|---|--|---|
|  | CreateInstance()()() | Generates a new retry policy for the current request attempt |
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | Evaluate(RetryContext, OperationContext)(RetryContext^, OperationContext^)(RetryContext, OperationContext)(RetryContext, OperationContext) | Determines whether the operation should be retried and the interval until the next retry. |
|  | GetHashCode()()() | (Inherited from Object.) |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



NoRetry Class

C#C++F#VB

[See Also](#)

Represents a retry policy that performs no retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

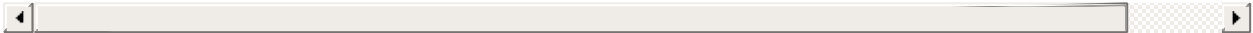
Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.RetryPolicies.:::NoRetry



Syntax

C#

 [Copy Code](#)

```
public sealed class NoRetry : IRetryPolicy
```

C++

 [Copy Code](#)

```
public ref class NoRetry sealed : IRetryPolicy
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type NoRetry =  
    class  
        interface IRetryPolicy  
    end
```


VB

 [Copy Code](#)





```
Public NotInheritable Class NoRetry  
    Implements IRetryPolicy
```



Constructors

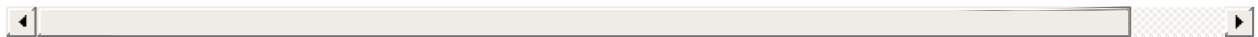
| | Name | Description |
|---|---------------------------|---|
|  | NoRetry() | Initializes a new instance of the NoRetry class. |

Methods

| | Name | Description |
|---|---|--|
|  | CreateInstance() | Generates a new retry policy for the current request attempt |
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode() | (Inherited from Object.) |
|  | GetType() | (Inherited from Object.) |
| | | Determines if the operation should be retried |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryContext Class

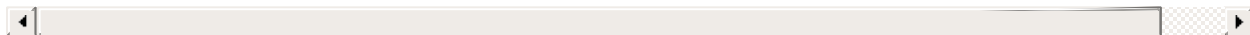
C#C++F#VB

[See Also](#)

Represents the context for one or more retries of a request made against the Windows Azure storage services, including the number of retries made for the request, the results of the last request, and the storage location and location mode for subsequent retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object
 Microsoft.WindowsAzure.Storage.RetryPolicies.:::RetryContext



Syntax

C#

 [Copy Code](#)

```
public sealed class RetryContext
```

C++

 [Copy Code](#)

```
public ref class RetryContext sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type RetryContext = class end
```


VB

 [Copy Code](#)

```
Public NotInheritable Class RetryContext
```



Properties

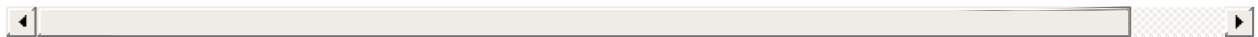
| | Name |
|---|---|
|  | <u>CurrentRetryCountCurrentRetryCountCurrentRetryCountCurrentRetry</u> |
|  | <u>LastRequestResultLastRequestResultLastRequestResultLastRequestRe</u> |
|  | <u>LocationModeLocationModeLocationModeLocationMode</u> |
|  | <u>NextLocationNextLocationNextLocationNextLocation</u> |

Methods

| | Name | Description |
|---|--|--|
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> | (Inherited from Object.) |
|  | <code>GetHashCode()()</code> | (Inherited from Object.) |
|  | <code>GetType()()</code> | (Inherited from Object.) |
|  | <code>ToString()()</code> | Returns a string that represents the current RetryContext instance. (Overrides <code>Object::ToString()()</code> .) |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryInfo Class

C#C++F#VB

[See Also](#)

Specifies parameters for the next retry of a request to be made against the Windows Azure storage services, including the target location and location mode for the next retry and the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

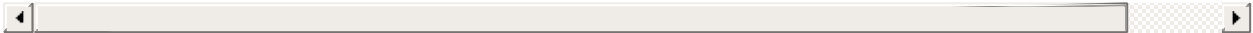
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.RetryPolicies.:::RetryInfo



Syntax

C#

 [Copy Code](#)

```
public sealed class RetryInfo
```

C++

 [Copy Code](#)

```
public ref class RetryInfo sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type RetryInfo = class end
```


VB

 [Copy Code](#)



```
Public NotInheritable Class RetryInfo
```






Constructors

| | Name |
|---|---|
|  | <u>RetryInfo()</u> |
|  | <u>RetryInfo(RetryContext)(RetryContext^)(RetryContext)(RetryContext)</u> |

Properties

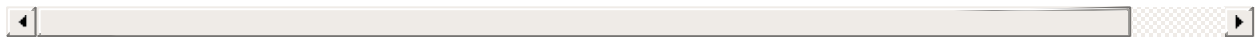
| | Name |
|---|---|
|  | RetryIntervalRetryIntervalRetryIntervalRetryInterval |
|  | TargetLocationTargetLocationTargetLocationTargetLocation |
|  | UpdatedLocationModeUpdatedLocationModeUpdatedLocationModeUp |

Methods

| | Name | Description |
|---|--|---|
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> | (Inherited from Object.) |
|  | <code>GetHashCode()()</code> | (Inherited from Object.) |
|  | <code>GetType()()</code> | (Inherited from Object.) |
|  | <code>ToString()()</code> | Returns a string that represents the current RetryInfo instance. (Overrides <code>Object::ToString()()</code> .) |

Thread Safety

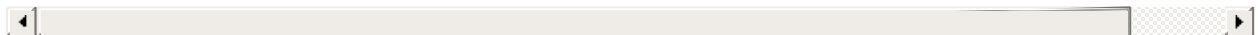
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



IExtendedRetryPolicy Interface

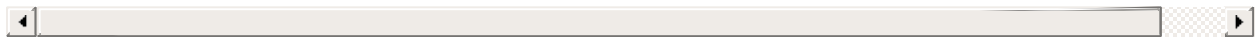
C#C++F#VB

[See Also](#)

Represents a retry policy.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public interface IExtendedRetryPolicy : IRetryPolicy
```

C++

 [Copy Code](#)

```
public interface class IExtendedRetryPolicy : IRetryPolicy
```

F#

 [Copy Code](#)

```
type IExtendedRetryPolicy =  
    interface  
        interface IRetryPolicy  
    end
```

VB

 [Copy Code](#)

```
Public Interface IExtendedRetryPolicy  
    Inherits IRetryPolicy
```

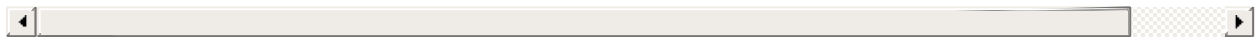
Methods

| | Name | Description |
|---|---|---|
|  | CreateInstance() () () () | Generates a new retry policy for the current request attempt. (Inherited from IRetryPolicy .) |
|  | Evaluate(RetryContext, OperationContext) (RetryContext^, OperationContext^) (RetryContext, OperationContext) (RetryContext, OperationContext) | Determines whether the operation should be retried and the interval until the next retry. |
|  | ShouldRetry(Int32, Int32, Exception, TimeSpan, OperationContext) (Int32, Int32, Exception^, TimeSpan%, OperationContext^) (Int32, Int32, Exception, TimeSpan, OperationContext) (Int32, Int32, Exception, TimeSpan, OperationContext) (Int32, Int32, Exception, TimeSpan, OperationContext) | Determines whether the operation should be retried and the interval until the next retry. (Inherited from IRetryPolicy .) |

See Also

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



AccessCondition Class

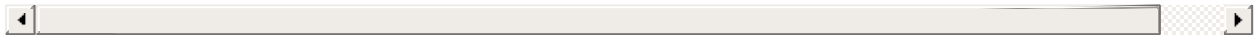
C#C++F#VB

[See Also](#)

Represents a set of access conditions to be used for operations against the storage services.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.:::AccessCondition



Syntax

C#

 [Copy Code](#)

```
public sealed class AccessCondition
```

C++

 [Copy Code](#)

```
public ref class AccessCondition sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type AccessCondition = class end
```


VB

 [Copy Code](#)

```
Public NotInheritable Class AccessCondition
```



Constructors

| | Name | Description |
|---|-------------------------------------|-------------|
|  | AccessCondition0000 | |








[IfAppendPositionEqualIfAppendPositionEqualIfAppendPositionEqual](#)



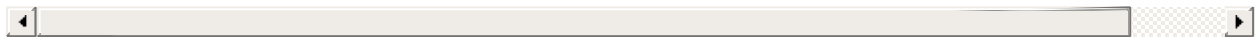
[IfMatchETagIfMatchETagIfMatchETagIfMatchETag](#)

Methods

| | Name |
|---|---|
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> |
|   | <code>GenerateEmptyCondition()()()()</code> |
|   | <code>GenerateIfAppendPositionEqualCondition(Int64)(Int64)(Int64)(Int64)</code> |

Thread Safety

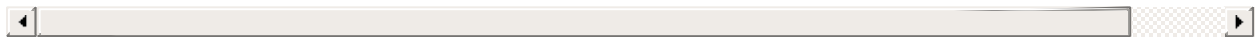
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount Class

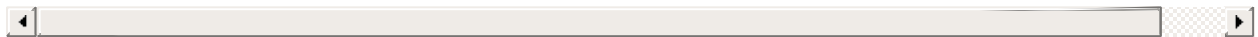
C#C++F#VB

[See Also](#)

Represents a Windows Azure Storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.:::CloudStorageAccount



Syntax

C#  [Copy Code](#)

```
public sealed class CloudStorageAccount
```

C++  [Copy Code](#)

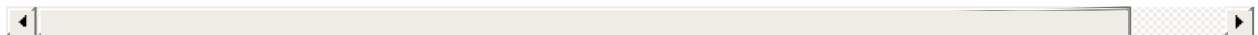
```
public ref class CloudStorageAccount sealed
```

F#  [Copy Code](#)


```
[<Sealed>]  
type CloudStorageAccount = class end
```


VB  [Copy Code](#)

```
Public NotInheritable Class CloudStorageAccount
```



Constructors

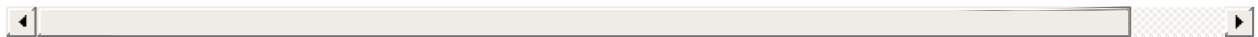
| | Name | Description |
|---|---|--|
|  | CloudStorageAccount(StorageCredentials, Boolean)(StorageCredentials^, Boolean) (StorageCredentials, Boolean) (StorageCredentials, Boolean) | Initializes a new instance of the CloudStorageAccount class using the specified credentials, and specifies whether to use HTTP or HTTPS to connect to the storage services. |
|  | CloudStorageAccount(StorageCredentials, String, Boolean)(StorageCredentials^, String^, Boolean) (StorageCredentials, String, Boolean) (StorageCredentials, String, Boolean) | Initializes a new instance of the CloudStorageAccount class using the specified credentials and endpoint suffix, and specifies whether to use HTTP or HTTPS to connect to the storage services. |
| | CloudStorageAccount(StorageCredentials, ...) | Initializes a new instance of the CloudStorageAccount class using the specified |

| | Name |
|---|---|
|  | <u>BlobEndpointBlobEndpointBlobEndpointBlobEndpoint</u> |
|  | <u>BlobStorageUriBlobStorageUriBlobStorageUriBlobStorageUri</u> |
|  | <u>CredentialsCredentialsCredentialsCredentials</u> |
|   | <u>DevelopmentStorageAccountDevelopmentStorageAccountDevelopn</u> |

| | |
|---|---|
| | |
|   | Create(StorageCredentials, StorageUri, StorageUri, StorageUri, StorageUri^)(StorageCredentials, StorageUri, StorageUri, StorageUri) |
|  | CreateCloudBlobClient() |
|  | CreateCloudFileClient() |
|  | CreateCloudQueueClient() |
|  | CreateCloudTableClient() |
|  | Equals(Object)(Object^)(Object)(Object) |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



ExceptionInfo Class

C#C++F#VB

[See Also](#)

Represents exception information from a request to the Storage service.

Namespace: [Microsoft.WindowsAzure.Storage](#)

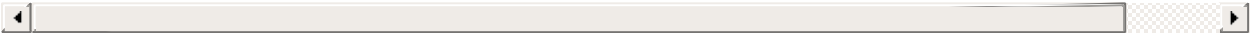
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.:::ExceptionInfo



Syntax

C#

 [Copy Code](#)

```
public sealed class ExceptionInfo
```

C++

 [Copy Code](#)

```
public ref class ExceptionInfo sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type ExceptionInfo = class end
```


VB

 [Copy Code](#)


```
Public NotInheritable Class ExceptionInfo
```






Constructors

| | Name | Description |
|---|---------------------------------|---|
|  | ExceptionInfo() | Initializes a new instance of the ExceptionInfo class. |

Properties

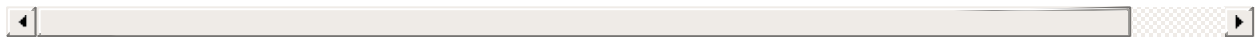
| | Name |
|---|--|
|  | <u>InnerExceptionInfoInnerExceptionInfoInnerExceptionInfoInnerExcept</u> |
|  | <u>MessageMessageMessageMessage</u> |
|  | <u>SourceSourceSourceSource</u> |
|  | <u>StackTraceStackTraceStackTraceStackTrace</u> |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

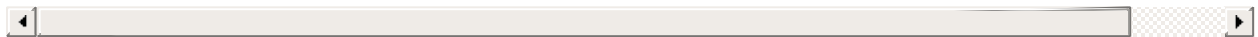
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



NameValidator Class

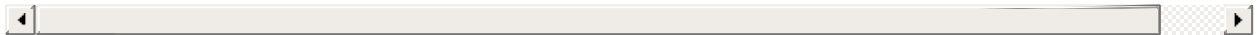
C#C++F#VB

[See Also](#)

Provides helpers to validate resource names across the Microsoft Azure Storage Services.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.:::NameValidator



Syntax

C#

 [Copy Code](#)

```
public static class NameValidator
```

C++

 [Copy Code](#)

```
public ref class NameValidator abstract sealed
```

F#

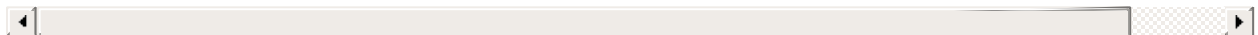
 [Copy Code](#)

```
[<AbstractClass>]  
[<Sealed>]  
type NameValidator = class end
```

VB

 [Copy Code](#)

```
Public NotInheritable Class NameValidator
```

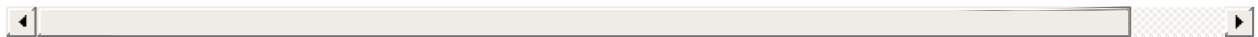


Methods

| | Name | Description |
|---|---|------------------------------------|
|  | <u>ValidateBlobName(String)(String^)(String)(String)</u> | Checks if blob name is valid. |
|  | <u>ValidateContainerName(String)(String^)(String)(String)</u> | Checks if container name is valid. |
|  | <u>ValidateDirectoryName(String)(String^)(String)(String)</u> | Checks if directory name is valid. |
|  | <u>ValidateFileName(String)(String^)(String)(String)</u> | Checks if file name is valid. |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestEventArgs Class

C#C++F#VB

[See Also](#)

Provides information and event data that is associated with a request event.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.:::RequestEventArgs



Syntax

C#

 [Copy Code](#)

```
public sealed class RequestEventArgs
```

C++

 [Copy Code](#)

```
public ref class RequestEventArgs sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type RequestEventArgs = class end
```

VB

 [Copy Code](#)



```
Public NotInheritable Class RequestEventArgs
```






Constructors

| | Name |
|---|--|
| | |
|  | RequestEventArgs(RequestResult)(RequestResult^)(RequestResult)(Req |

Properties

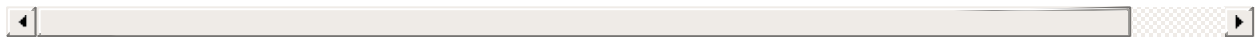
| | Name |
|---|--|
|  | RequestInformationRequestInformationRequestInformationRequestInfor |
|  | RequestUriRequestUriRequestUriRequestUri |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

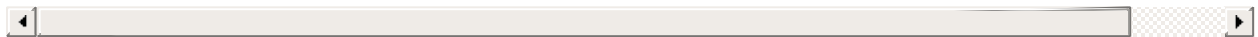
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult Class

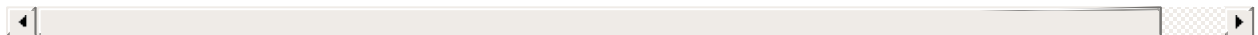
C#C++F#VB

[See Also](#)

Represents the result of a physical request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

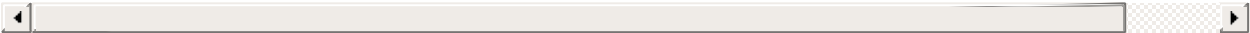
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.:::RequestResult



Syntax

C#

 [Copy Code](#)

```
public sealed class RequestResult
```

C++

 [Copy Code](#)

```
public ref class RequestResult sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type RequestResult = class end
```


VB

 [Copy Code](#)

```
Public NotInheritable Class RequestResult
```








Constructors

| | Name | Description |
|---|-----------------------------------|-------------|
|  | RequestResult0000 | |

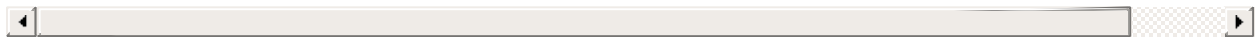
| | Name |
|---|--|
|  | ContentMd5ContentMd5ContentMd5ContentMd5 |
|  | EndTimeEndTimeEndTimeEndTime |
|  | EtagEtagEtagEtag |
|  | ExceptionExceptionExceptionException |
|  | ExceptionInfoExceptionInfoExceptionInfoExceptionInfo |
| | |

Methods

| | Name | |
|---|--|--|
|  | Equals(Object)(Object^)(Object)(Object) | |
|  | GetHashCode()() | |
|  | GetType()() | |
|  | ToString()() | |
|  | TranslateFromExceptionMessage(String)(String^)(String)(String) | |

Thread Safety

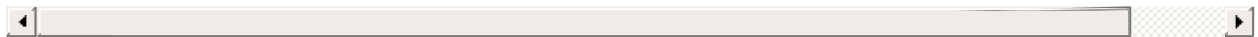
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



SharedAccessAccountPolicy Class

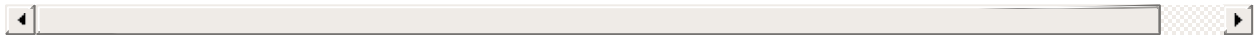
C#C++F#VB

[See Also](#)

Represents a shared access policy for a account, which specifies the start time, expiry time, permissions, signed service, signed resource type, signed protocol, and signed IP addresses for a shared access signature.

Namespace: [Microsoft.WindowsAzure.Storage](#)

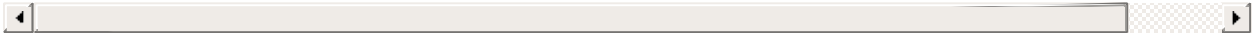
Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.::..Object

Microsoft.WindowsAzure.Storage.::..SharedAccessAccountPolicy



Syntax

C#

 [Copy Code](#)

```
public sealed class SharedAccessAccountPolicy
```

C++

 [Copy Code](#)

```
public ref class SharedAccessAccountPolicy sealed
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type SharedAccessAccountPolicy = class end
```


VB



 [Copy Code](#)

```
Public NotInheritable Class SharedAccessAccount
```








Constructors

| | Name | Description |
|---|---|---|
|  | SharedAccessAccountPolicy0000 | Initializes a new instance of the SharedAccessAccountPolicy class |

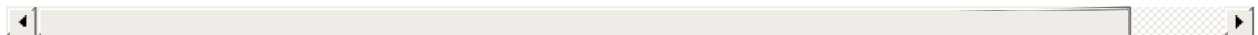
| | Name |
|---|---|
|  | IPAddressOrRange IPAddressOrRange IPAddressOrRange IPAddressOrRange |
|  | Permissions Permissions Permissions Permissions |
|  | Protocols Protocols Protocols Protocols |

Methods

| | |
|---|--|
| | |
|  | <code>Equals(Object)(Object^)(Object)(Object)</code> |
|  | <code>GetHashCode()()</code> |
|  | <code>GetType()()</code> |
|   | <u>PermissionsToString(SharedAccessAccountPermissions)(SharedAcc</u> |
| | |

Thread Safety

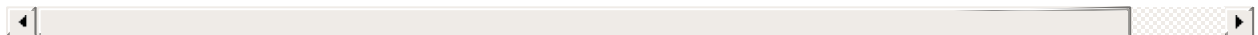
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageException Class

C#C++F#VB

[See Also](#)

Represents an exception thrown by the Azure Storage service.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)

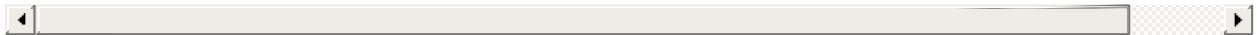


Inheritance Hierarchy

System.::Object

System.::Exception

Microsoft.WindowsAzure.Storage.::StorageException



Syntax

C#

 [Copy Code](#)

```
public class StorageException : Exception
```

C++

 [Copy Code](#)

```
public ref class StorageException : Exception
```

F#

 [Copy Code](#)

```
type StorageException =  
    class  
        inherit Exception  
    end
```

VB





 [Copy Code](#)

```
Public Class StorageException  
    Inherits Exception
```







Constructors

| | Name | Description |
|---|---|--|
|  | StorageException()()() | Initializes a new instance of the StorageException class. |
|  | StorageException(RequestResult, String, Exception)(RequestResult^, String^, Exception^)(RequestResult, String, Exception)(RequestResult, String, Exception) | Initializes a new instance of the StorageException class by using the specified parameters. |
|  | StorageException(String)(String^)(String)(String) | Initializes a new instance of the StorageException class using the specified error message. |
| | | Initializes a new |


Properties

| | Name |
|---|--|
|  | DataDataDataData |
|  | HelpLinkHelpLinkHelpLinkHelpLink |
|  | HResultHResultHResultHResult |
|  | InnerExceptionInnerExceptionInnerExceptionInnerException |
|  | MessageMessageMessageMessage |

Methods

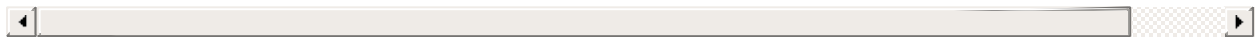
| | Name | Desc |
|---|--|-----------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from |
|  | Finalize()() | (Inherited from |
|  | GetBaseException()() | (Inherited from |
|  | GetHashCode()() | (Inherited from |
|  | GetObjectData(SerializationInfo, StreamingContext)(SerializationInfo^, StreamingContext)(SerializationInfo, StreamingContext) | (Inherited from |
|  | GetType()() | (Inherited from |

Events

| | Name | Description |
|---|----------------------|-----------------------------|
|  | SerializeObjectState | (Inherited from Exception.) |

Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageExtendedErrorInformation Class

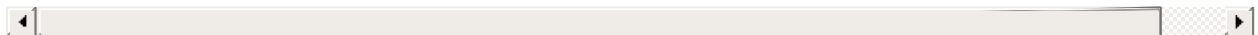
C#C++F#VB

[See Also](#)

Represents extended error information returned by the Windows Azure storage services.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.::Object

Microsoft.WindowsAzure.Storage.::StorageExtendedErrorInformati



Syntax

C#

 [Copy Code](#)

```
public sealed class StorageExtendedErrorInforma
```

C++

 [Copy Code](#)

```
public ref class StorageExtendedErrorInformatio
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type StorageExtendedErrorInformation = class en
```


VB

 [Copy Code](#)

```
Public NotInheritable Class StorageExtendedErro
```




Constructors

| | Name | Description |
|---|---|--|
|  | StorageExtendedErrorInformation() | Initializes a new instance of the StorageExtendedErrorInfo class. |

Properties

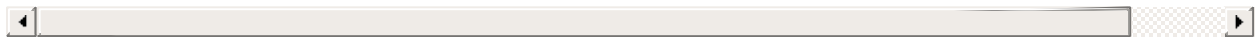
| | Name |
|---|---|
|  | <u>AdditionalDetailsAdditionalDetailsAdditionalDetailsAdditionalDetails</u> |
|  | <u>ErrorCodeErrorCodeErrorCodeErrorCode</u> |
|  | <u>ErrorMessageErrorMessageErrorMessageErrorMessage</u> |

Methods

| | N |
|---|--|
|  | Equals(Object)(Object^)(Object)(Object) |
|  | GetHashCode()() |
|  | GetType()() |
|   | ReadAndParseExtendedError(IODataResponseMessage)(IODataRes |

Thread Safety

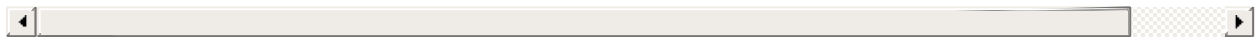
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IContinuationToken Interface

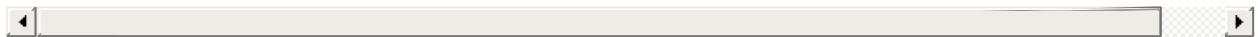
C#C++F#VB

[See Also](#)

An interface required for continuation token types.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public interface IContinuationToken
```

C++

 [Copy](#) [Copy](#)

```
public interface class IContinuationToken
```

F#

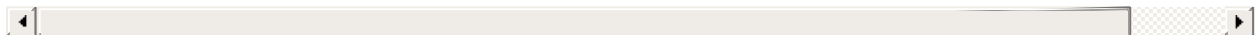
 [Copy](#) [Copy](#)

```
type IContinuationToken = interface end
```

VB

 [Copy](#) [Copy](#)

```
Public Interface IContinuationToken
```

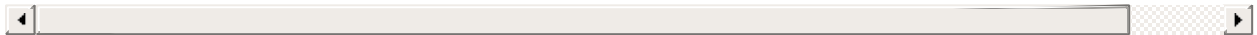


Properties

| | Name | Description |
|---|--|---|
|  | TargetLocationTargetLocationTargetLocationTargetLocation | Gets the location that the token applies to |

Remarks

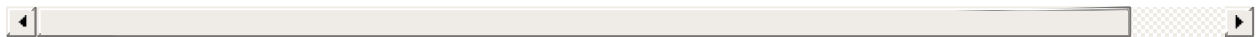
The [TableContinuationToken](#), [BlobContinuationToken](#), and [QueueContinuationToken](#) classes implement the **IContinuationToken** interface.



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



LogLevel Enumeration

[See Also](#)

Specifies what messages to output to the log.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public enum LogLevel
```

C++

 [Copy](#) [Copy](#)

```
public enum class LogLevel
```

F#

 [Copy](#) [Copy](#)

```
type LogLevel
```

VB

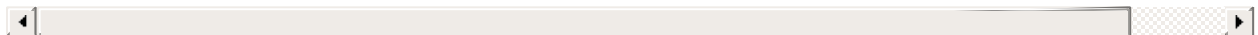
 [Copy](#) [Copy](#)

```
Public Enumeration LogLevel
```



Members

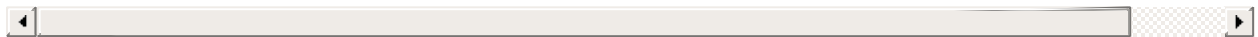
| Member name | Description |
|----------------------|---|
| Error | Output error-handling messages. |
| Informational | Output informational messages, warnings, and error-handling messages. |
| Off | Output no tracing and debugging messages. |
| Verbose | Output all debugging and tracing messages. |
| Warning | Output warnings and error-handling messages. |



See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



SharedAccessAccountPermissions Enumeration

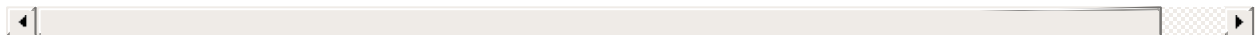
[See Also](#)

Specifies the set of possible permissions for a shared access account policy.

This enumeration has a `FlagsAttribute` attribute that allows a bitwise combination of its member values.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum SharedAccessAccountPermissions
```

C++

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum class SharedAccessAccountPermission
```

F#

 [Copy](#) [Copy](#)

```
[<FlagsAttribute>]  
type SharedAccessAccountPermissions
```

VB

 [Copy](#) [Copy](#)

```
<FlagsAttribute>  
Public Enumeration SharedAccessAccountPermissio
```

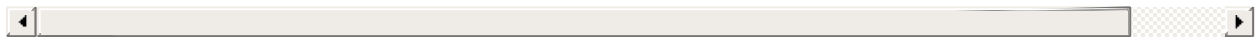
Members

| Member name | Description |
|---------------|--|
| Add | Permission to add messages, table entities, blobs, and files granted. |
| Create | Permission to create containers, blobs, shares, directories, and files granted. |
| Delete | Permission to delete resources granted. |
| List | Permission to list blob containers, blobs, shares, directories, and files granted. |
| None | No shared access granted. |

See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



SharedAccessAccountResourceTypes Enumeration

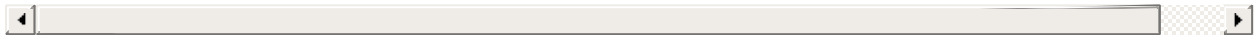
[See Also](#)

Specifies the set of possible signed resource types for a shared access account policy.

This enumeration has a `FlagsAttribute` attribute that allows a bitwise combination of its member values.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum SharedAccessAccountResourceTypes
```

C++

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum class SharedAccessAccountResourceTy
```

F#

 [Copy](#) [Copy](#)

```
[<FlagsAttribute>]  
type SharedAccessAccountResourceTypes
```

VB

 [Copy](#) [Copy](#)

```
<FlagsAttribute>  
Public Enumeration SharedAccessAccountResourceT
```

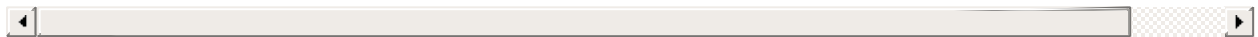
Members

| Member name | Description |
|-------------|---|
| Container | Permission to access container level APIs (Blob Containers, Tables, Queues, File Shares) granted. |
| None | No shared access granted. |
| Object | Permission to access object level APIs (Blobs, Table Entities, Queue Messages, Files) granted |
| Service | Permission to access service level APIs granted. |

See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



SharedAccessAccountServices Enumeration

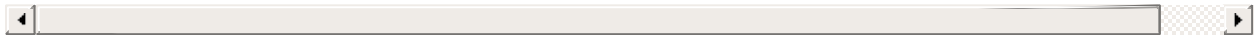
[See Also](#)

Specifies the set of possible signed services for a shared access account policy.

This enumeration has a `FlagsAttribute` attribute that allows a bitwise combination of its member values.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum SharedAccessAccountServices
```

C++

 [Copy](#) [Copy](#)

```
[FlagsAttribute]  
public enum class SharedAccessAccountServices
```

F#

 [Copy](#) [Copy](#)

```
[<FlagsAttribute>]  
type SharedAccessAccountServices
```

VB

 [Copy](#) [Copy](#)

```
<FlagsAttribute>  
Public Enumeration SharedAccessAccountServices
```



Members

| Member name | Description |
|--------------|---|
| Blob | Permission to access blob resources granted. |
| File | Permission to access file resources granted. |
| None | No shared access granted. |
| Queue | Permission to access queue resources granted. |
| Table | Permission to access table resources granted. |

See Also

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



BlobRequestOptions Class

C#C++F#VB

[See Also](#)

Represents a set of timeout and retry policy options that may be specified for a request against the Blob service.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.::Object

Microsoft.WindowsAzure.Storage.Blob.::BlobRequestOptions



Syntax

C#

 [Copy Code](#)

```
public sealed class BlobRequestOptions : IRequestOptions
```

C++

 [Copy Code](#)

```
public ref class BlobRequestOptions sealed : IRequestOptions
```

F#

 [Copy Code](#)


```
[<Sealed>]  
type BlobRequestOptions =  
    class  
        interface IRequestOptions  
    end
```

VB




 [Copy Code](#)

```
Public NotInheritable Class BlobRequestOptions  
    Implements IRequestOptions
```




Constructors

| | Name | Description |
|---|--------------------------------------|--|
|  | BlobRequestOptions() | Initializes a new instance of the BlobRequestOptions class. |

Properties

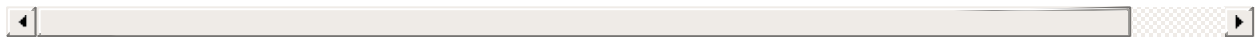
| | |
|---|---|
| | N |
|  | AbsorbConditionalErrorsOnRetryAbsorbConditionalErrorsOnRetryAb |
|  | DisableContentMD5ValidationDisableContentMD5ValidationDisableC |
|  | LocationModeLocationModeLocationModeLocationMode |
|  | MaximumExecutionTimeMaximumExecutionTimeMaximumExecutio |
|  | ParallelOperationThreadCountParallelOperationThreadCountParallelO |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

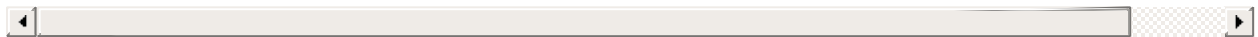
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



TableRequestOptions Class

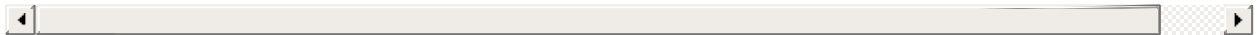
C#C++F#VB

[See Also](#)

Represents a set of timeout and retry policy options that may be specified for a request against the Table service.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.::..Object

Microsoft.WindowsAzure.Storage.Table.::..TableRequestOptions



Syntax

C#

 [Copy Code](#)

```
public sealed class TableRequestOptions : IRequestOptions
```

C++

 [Copy Code](#)

```
public ref class TableRequestOptions sealed : IRequestOptions
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type TableRequestOptions =  
    class  
        interface IRequestOptions  
    end
```

VB



 [Copy Code](#)

```
Public NotInheritable Class TableRequestOptions  
    Implements IRequestOptions
```





Constructors

| | Name |
|---|--|
|  | <u>TableRequestOptions()()()</u> |
|  | <u>TableRequestOptions(TableRequestOptions)(TableRequestOptions^)(TableRequestOptions)</u> |

Properties

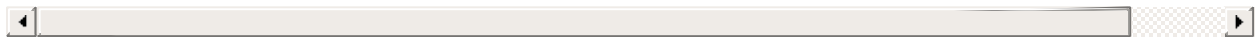
| | Name |
|---|--|
|  | LocationModeLocationModeLocationModeLocationMode |
|  | MaximumExecutionTimeMaximumExecutionTimeMaximumExecution |
|  | PayloadFormatPayloadFormatPayloadFormatPayloadFormat |
|  | ProjectSystemPropertiesProjectSystemPropertiesProjectSystemPropert |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Thread Safety

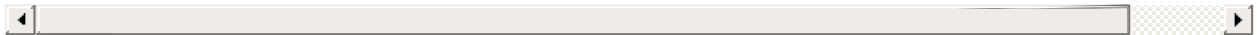
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

[Return to top](#)



StorageUri Constructor (Uri)(Uri^)(Uri)(Uri)

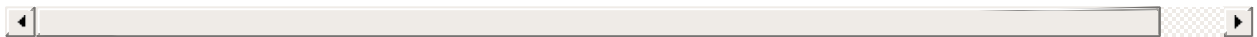
C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageUri](#) class using the primary endpoint for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageUri(  
    Uri primaryUri  
)
```

C++

 Copy Co

```
public:  
StorageUri(  
    Uri^ primaryUri  
)
```

F#

 Copy Co

```
new :  
    primaryUri:Uri -> StorageUri
```

VB

 Copy Co

```
Public Sub New (  
    primaryUri As Uri  
)
```

Parameters

primaryUri

Type: [System.UriSystem::Uri](#)^{System.UriSystem.Uri}

The Uri for the primary endpoint.



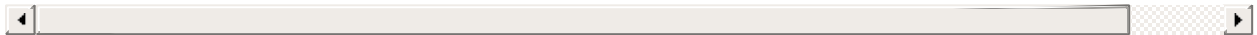
See Also

[StorageUri Overload](#)

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**StorageUri Constructor (Uri, Uri)(Uri^, Uri^)
(Uri, Uri)(Uri, Uri)**

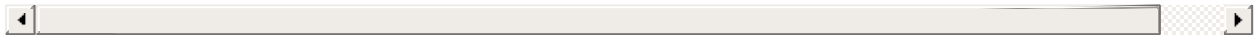
C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageUri](#) class using the primary and secondary endpoints for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageUri(  
    Uri primaryUri,  
    Uri secondaryUri  
)
```

C++

 Copy Co

```
public:  
StorageUri(  
    Uri^ primaryUri,  
    Uri^ secondaryUri  
)
```

F#

 Copy Co

```
new :  
    primaryUri:Uri *  
    secondaryUri:Uri -> StorageUri
```

VB

 Copy Co

```
Public Sub New (  
    primaryUri As Uri,  
    secondaryUri As Uri  
)
```

Parameters

primaryUri

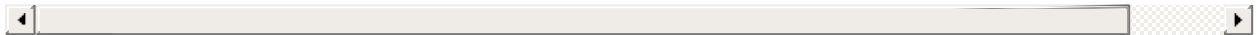
See Also

[StorageUri Overload](#)

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageUri.PrimaryUri

C#C++F#VB

PropertyStorageUri::PrimaryUri

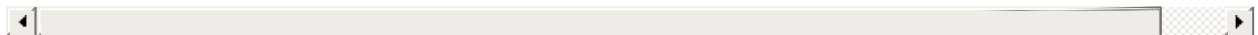
PropertyStorageUri.PrimaryUri **PropertyStorageUri.PrimaryUri**
Property

[See Also](#)

The endpoint for the primary location for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public Uri PrimaryUri { get; private set; }
```

C++  [Copy Code](#)

```
public:  
property Uri^ PrimaryUri {  
    Uri^ get();  
    private: void set(Uri^ value);  
}
```

F#  [Copy Code](#)

```
member PrimaryUri : Uri with get, private set
```

VB  [Copy Code](#)

```
Public Property PrimaryUri As Uri  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.UriSystem::Uri](#)[^][System.UriSystem.Uri](#)

The Uri for the primary endpoint.

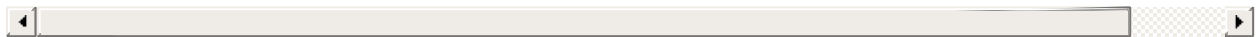


See Also

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageUri.SecondaryUri

C#C++F#VB

PropertyStorageUri::SecondaryUri

PropertyStorageUri.SecondaryUri

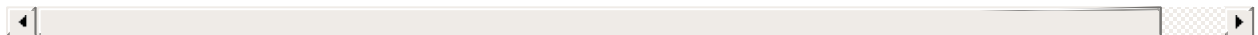
PropertyStorageUri.SecondaryUri Property

[See Also](#)

The endpoint for the secondary location for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Uri SecondaryUri { get; private set; }
```

C++

 Copy Co

```
public:  
property Uri^ SecondaryUri {  
    Uri^ get();  
    private: void set(Uri^ value);  
}
```

F#

 Copy Co

```
member SecondaryUri : Uri with get, private set
```

VB

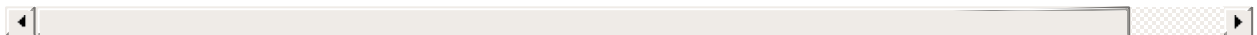
 Copy Co

```
Public Property SecondaryUri As Uri  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.UriSystem::Uri^System.UriSystem.Uri](#)

The Uri for the secondary endpoint.

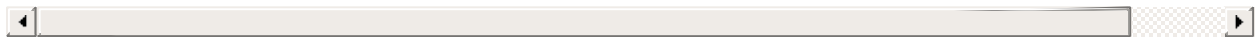


See Also

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



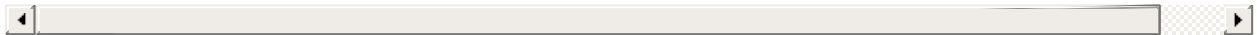
**StorageUri.:.Equals Method (Object)(Object^)
(Object)(Object)**

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
[DefaultOverloadAttribute]  
public override bool Equals(  
    object obj  
)
```

C++

 Copy Co

```
public:  
[DefaultOverloadAttribute]  
virtual bool Equals(  
    Object^ obj  
) override
```

F#

 Copy Co

```
[<DefaultOverloadAttribute>]  
override Equals :  
    obj:Object -> bool
```

VB

 Copy Co

```
<DefaultOverloadAttribute>  
Public Overrides Function Equals (  
    obj As Object  
) As Boolean
```

Parameters

obj

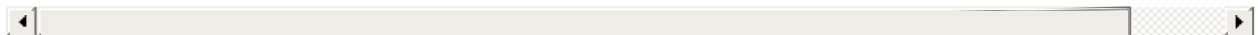
See Also

[Equals Overload](#)

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**StorageUri.:.Equals Method (StorageUri)
(StorageUri^)(StorageUri)(StorageUri)**

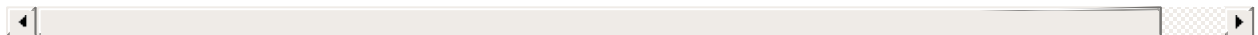
C#C++F#VB

[See Also](#)

Indicates whether the current object is equal to another object of the same type.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public bool Equals(  
    StorageUri other  
)
```

C++

 Copy Co

```
public:  
bool Equals(  
    StorageUri^ other  
)
```

F#

 Copy Co

```
member Equals :  
    other:StorageUri -> bool
```

VB

 Copy Co

```
Public Function Equals (  
    other As StorageUri  
) As Boolean
```

Parameters

other

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)[Microsoft.WindowsAz](#)

An object to compare with this object.

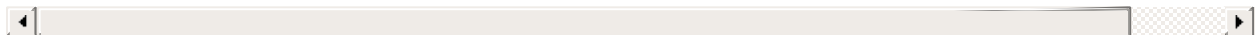
See Also

[Equals Overload](#)

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageUri.::.GetHashCode Method (0000)

C#C++F#VB

[See Also](#)

Returns a hash code for this instance.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public override int GetHashCode()
```

C++

 [Copy](#) [Copy](#)

```
public:  
virtual int GetHashCode() override
```

F#

 [Copy](#) [Copy](#)

```
override GetHashCode : unit -> int
```

VB

 [Copy](#) [Copy](#)

```
Public Overrides Function GetHashCode As Integer
```

Return Value

Type: [System.Int32System::Int32System.Int32System.Int32](#)

A hash code for this instance, suitable for use in hashing algorithms and data structures like a hash table.

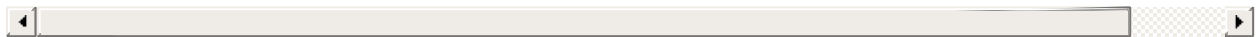


See Also

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**StorageUri.::.GetUri Method (StorageLocation)
(StorageLocation)(StorageLocation)
(StorageLocation)**

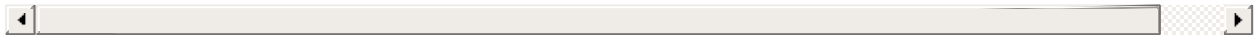
C#C++F#VB

[See Also](#)

Returns the URI for the storage account endpoint at the specified location.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Uri GetUri(  
    StorageLocation location  
)
```

C++

 Copy Co

```
public:  
Uri^ GetUri(  
    StorageLocation location  
)
```

F#

 Copy Co

```
member GetUri :  
    location:StorageLocation -> Uri
```

VB

 Copy Co

```
Public Function GetUri (  
    location As StorageLocation  
) As Uri
```

Parameters

location

Type:

[Microsoft.WindowsAzure.Storage.StorageLocation](#)[Microsoft.WindowsAzure.Storage.StorageLocation](#)

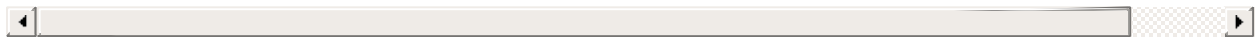
A [StorageLocation](#) enumeration value.

See Also

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageUri.:.ToString Method (0000)

C#C++F#VB

[See Also](#)

Returns a String that represents this instance.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public override string ToString()
```

C++

 Copy Co

```
public:  
virtual String^ ToString() override
```

F#

 Copy Co

```
override ToString : unit -> string
```

VB

 Copy Co

```
Public Overrides Function ToString As String
```

Return Value

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A String that represents this instance.

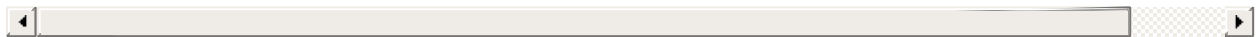


See Also

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**StorageUri.:.Equality Operator (StorageUri, StorageUri)(StorageUri^, StorageUri^)
(StorageUri, StorageUri)(StorageUri, StorageUri)**

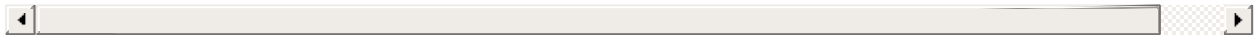
C#C++F#VB

[See Also](#)

Compares two [StorageUri](#) objects for equivalency.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static bool operator ==(
    StorageUri uri1,
    StorageUri uri2
)
```

C++

 [Copy Code](#)

```
public:
static bool operator ==(
    StorageUri^ uri1,
    StorageUri^ uri2
)
```

F#

 [Copy Code](#)

```
static let inline ( = )
    uri1:StorageUri *
    uri2:StorageUri : bool
```

VB

 [Copy Code](#)

```
Public Shared Operator = (
    uri1 As StorageUri,
    uri2 As StorageUri
) As Boolean
```

Parameters

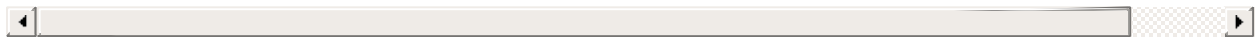
uri1

See Also

[StorageUri Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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**StorageUri::..Inequality Operator (StorageUri, StorageUri)(StorageUri^, StorageUri^)
(StorageUri, StorageUri)(StorageUri, StorageUri)**

[See Also](#)

Compares two [StorageUri](#) objects for non-equivalency.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static bool operator !=(  
    StorageUri uri1,  
    StorageUri uri2  
)
```

C++

 Copy Co

```
public:  
static bool operator !=(  
    StorageUri^ uri1,  
    StorageUri^ uri2  
)
```

F#

 Copy Co

```
static let inline (<>)  
    uri1:StorageUri *  
    uri2:StorageUri : bool
```

VB

 Copy Co

```
Public Shared Operator <> (  
    uri1 As StorageUri,  
    uri2 As StorageUri  
) As Boolean
```

Parameters

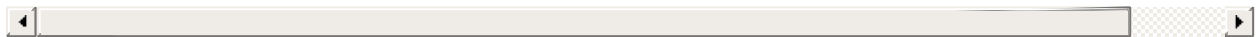
uri1

See Also

[StorageUri Class](#)


[Microsoft.WindowsAzure.Storage Namespace](#)

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Microsoft.WindowsAzure.Storage.Auth Namespace

Classes

| | Class | Description |
|---|------------------------------------|---|
|  | StorageCredentials | Represents a set of credentials used to authenticate access to a Windows Azure storage account. |

[Return to top](#)

StorageCredentials Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageCredentials](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public StorageCredentials()
```

C++

 [Copy](#) [Copy](#)

```
public:  
StorageCredentials()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> StorageCredentials
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```



See Also

[StorageCredentials Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials Constructor (String)(String^) C#C++F#VB
(String)(String)

[See Also](#)

Initializes a new instance of the [StorageCredentials](#) class with the specified shared access signature token.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageCredentials(  
    string sasToken  
)
```

C++

 Copy Co

```
public:  
StorageCredentials(  
    String^ sasToken  
)
```

F#

 Copy Co

```
new :  
    sasToken:string -> StorageCredentials
```

VB

 Copy Co

```
Public Sub New (  
    sasToken As String  
)
```

Parameters

sasToken

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string representing the shared access signature token.



See Also

[StorageCredentials Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



**StorageCredentials Constructor (String, String)
(String^, String^)(String, String)(String, String)**

C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageCredentials](#) class with the specified account name and key value.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageCredentials(  
    string accountName,  
    string keyValue  
)
```

C++

 Copy Co

```
public:  
StorageCredentials(  
    String^ accountName,  
    String^ keyValue  
)
```

F#

 Copy Co

```
new :  
    accountName:string *  
    keyValue:string -> StorageCredentials
```

VB

 Copy Co

```
Public Sub New (  
    accountName As String,  
    keyValue As String  
)
```

Parameters

accountName

See Also

[StorageCredentials Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials Constructor (String, String, String)(String^, String^, String^)(String, String, String)(String, String, String)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageCredentials](#) class with the specified account name, key value, and key name.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageCredentials(  
    string accountName,  
    string keyValue,  
    string keyName  
)
```

C++

 [Copy Code](#)

```
public:  
StorageCredentials(  
    String^ accountName,  
    String^ keyValue,  
    String^ keyName  
)
```

F#

 [Copy Code](#)

```
new :  
    accountName:string *  
    keyValue:string *  
    keyName:string -> StorageCredentials
```

VB

 [Copy Code](#)

```
Public Sub New (  
    accountName As String,  
    keyValue As String,  
    keyName As String  
)
```

See Also

[StorageCredentials Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials.AccountName

C#C++F#VB

PropertyStorageCredentials::AccountName

PropertyStorageCredentials.AccountName

PropertyStorageCredentials.AccountName Property

[See Also](#)

Gets the associated account name for the credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string AccountName { get; private set; }
```

C++

 Copy Co

```
public:  
property String^ AccountName {  
    String^ get();  
    private: void set(String^ value);  
}
```

F#

 Copy Co

```
member AccountName : string with get, private s
```

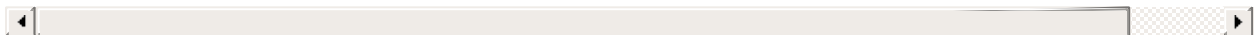
VB

 Copy Co

```
Public Property AccountName As String  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)
The account name.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials.IsAnonymous

C#C++F#VB

PropertyStorageCredentials::IsAnonymous

PropertyStorageCredentials.IsAnonymous

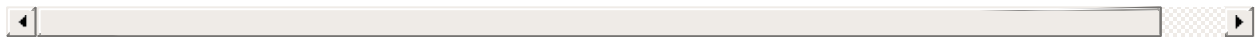
PropertyStorageCredentials.IsAnonymous Property

[See Also](#)

Gets a value indicating whether the credentials are for anonymous access.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public bool IsAnonymous { get; }
```

C++

 Copy Co

```
public:  
property bool IsAnonymous {  
    bool get();  
}
```

F#

 Copy Co

```
member IsAnonymous : bool with get
```

VB

 Copy Co

```
Public ReadOnly Property IsAnonymous As Boolean
```

Property Value

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boolean](#)
`true` if the credentials are for anonymous access; otherwise, `false`.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials.IsSAS

C#C++F#VB

PropertyStorageCredentials::IsSAS

PropertyStorageCredentials.IsSAS

PropertyStorageCredentials.IsSAS Property

[See Also](#)

Gets a value indicating whether the credentials are a shared access signature token.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public bool IsSAS { get; }
```

C++

 [Copy](#) [Copy](#)

```
public:  
property bool IsSAS {  
    bool get();  
}
```

F#

 [Copy](#) [Copy](#)

```
member IsSAS : bool with get
```

VB

 [Copy](#) [Copy](#)

```
Public ReadOnly Property IsSAS As Boolean
```

Property Value

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boolean](#)
`true` if the credentials are a shared access signature token; otherwise,
`false`.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials.IsSharedKey

C#C++F#VB

PropertyStorageCredentials::IsSharedKey

PropertyStorageCredentials.IsSharedKey

PropertyStorageCredentials.IsSharedKey Property

[See Also](#)

Gets a value indicating whether the credentials are a shared key.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public bool IsSharedKey { get; }
```

C++

 [Copy](#) [Copy](#)

```
public:  
property bool IsSharedKey {  
    bool get();  
}
```

F#

 [Copy](#) [Copy](#)

```
member IsSharedKey : bool with get
```

VB

 [Copy](#) [Copy](#)

```
Public ReadOnly Property IsSharedKey As Boolean
```

Property Value

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boolean](#)
true if the credentials are a shared key; otherwise, **false**.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials.KeyName

C#C++F#VB

PropertyStorageCredentials::KeyName

PropertyStorageCredentials.KeyName

PropertyStorageCredentials.KeyName Property

[See Also](#)

Gets the associated key name for the credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public string KeyName { get; }
```

C++

 [Copy](#) [Copy](#)

```
public:  
property String^ KeyName {  
    String^ get();  
}
```

F#

 [Copy](#) [Copy](#)

```
member KeyName : string with get
```

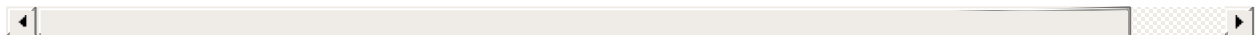
VB

 [Copy](#) [Copy](#)

```
Public ReadOnly Property KeyName As String
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)
The key name.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials.SASSignature

C#C++F#VB

PropertyStorageCredentials::SASSignature

PropertyStorageCredentials.SASSignature

PropertyStorageCredentials.SASSignature Property

[See Also](#)

Gets the value of the shared access signature token's

 [Copy Code](#)

```
sig
```

parameter.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string SASSignature { get; }
```

C++

 Copy Co

```
public:  
property String^ SASSignature {  
    String^ get();  
}
```

F#

 Copy Co

```
member SASSignature : string with get
```

VB

 Copy Co

```
Public ReadOnly Property SASSignature As String
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials.SASToken

C#C++F#VB

PropertyStorageCredentials::SASToken

PropertyStorageCredentials.SASToken

PropertyStorageCredentials.SASToken Property

[See Also](#)

Gets the associated shared access signature token for the credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string SASToken { get; private set; }
```

C++

 Copy Co

```
public:  
property String^ SASToken {  
    String^ get();  
    private: void set(String^ value);  
}
```

F#

 Copy Co

```
member SASToken : string with get, private set
```

VB

 Copy Co

```
Public Property SASToken As String  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The shared access signature token.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials::Equals Method
(StorageCredentials)(StorageCredentials^)
(StorageCredentials)(StorageCredentials)

C#C++F#VB

[See Also](#)

Determines whether an other [StorageCredentials](#) object is equal to this one by comparing their SAS tokens, account names, key names, and key values.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public bool Equals(  
    StorageCredentials other  
)
```

C++

 Copy C++

```
public:  
bool Equals(  
    StorageCredentials^ other  
)
```

F#

 Copy F#

```
member Equals :  
    other:StorageCredentials -> bool
```

VB

 Copy VB

```
Public Function Equals (  
    other As StorageCredentials  
) As Boolean
```

Parameters

other

Type:

[Microsoft.WindowsAzure.Storage.Auth.StorageCredentials](#)

The [StorageCredentials](#) object to compare to this one.

See Also

[Equals Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials::ExportBase64EncodedKey C#C++F#VB
Method (())()

[See Also](#)

Exports the value of the account access key to a Base64-encoded string.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public string ExportBase64EncodedKey()
```

C++  [Copy Code](#)

```
public:  
String^ ExportBase64EncodedKey()
```

F#  [Copy Code](#)

```
member ExportBase64EncodedKey : unit -> string
```

VB  [Copy Code](#)

```
Public Function ExportBase64EncodedKey As String
```

Return Value

Type: [System.StringSystem::String](#)¹[System.StringSystem.String](#)

The account access key.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials::ExportKey Method (0000)

C#C++F#VB

[See Also](#)

Returns the account key for the credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public byte[] ExportKey()
```

C++

 [Copy](#) [Copy](#)

```
public:  
array<unsigned char>^ ExportKey()
```

F#

 [Copy](#) [Copy](#)

```
member ExportKey : unit -> byte[]
```

VB

 [Copy](#) [Copy](#)

```
Public Function ExportKey As Byte()
```

Return Value

Type: [System.Byte](#)[]array<[System::Byte](#)>^[System.Byte](#)[][System.Byte](#)()

An array of bytes that contains the key.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

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StorageCredentials...TransformUri Method

C#C++F#VB

(StorageUri)(StorageUri^)(StorageUri)(StorageUri)

[See Also](#)

Transforms a resource URI into a shared access signature URI, by appending a shared access token.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageUri TransformUri(  
    StorageUri resourceUri  
)
```

C++

 Copy Co

```
public:  
StorageUri^ TransformUri(  
    StorageUri^ resourceUri  
)
```

F#

 Copy Co

```
member TransformUri :  
    resourceUri:StorageUri -> StorageUri
```

VB

 Copy Co

```
Public Function TransformUri (  
    resourceUri As StorageUri  
) As StorageUri
```

Parameters

resourceUri

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)[Microsoft.WindowsAzure.Storage.StorageUri](#)

A [StorageUri](#) object that represents the resource URI to be transformed.

See Also

[TransformUri Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials...TransformUri Method (Uri) C#C++F#VB
(Uri^)(Uri)(Uri)

[See Also](#)

Transforms a resource URI into a shared access signature URI, by appending a shared access token.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
[DefaultOverloadAttribute]
public Uri TransformUri(
    Uri resourceUri
)
```

C++

 [Copy Code](#)

```
public:
[DefaultOverloadAttribute]
Uri^ TransformUri(
    Uri^ resourceUri
)
```

F#

 [Copy Code](#)

```
[<DefaultOverloadAttribute>]
member TransformUri :
    resourceUri:Uri -> Uri
```

VB

 [Copy Code](#)

```
<DefaultOverloadAttribute>
Public Function TransformUri (
    resourceUri As Uri
) As Uri
```

Parameters

resourceUri

See Also

[TransformUri Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials...UpdateKey Method (String) C#C++F#VB
(String^)(String)(String)

[See Also](#)

Updates the key value for the credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public void UpdateKey(  
    string keyValue  
)
```

C++

 Copy Co

```
public:  
void UpdateKey(  
    String^ keyValue  
)
```

F#

 Copy Co

```
member UpdateKey :  
    keyValue:string -> unit
```

VB

 Copy Co

```
Public Sub UpdateKey (  
    keyValue As String  
)
```

Parameters

keyValue

Type: [System.StringSystem::String^System.StringSystem.String](#)

The key value, as a Base64-encoded string, to update.



See Also

[UpdateKey Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials::UpdateKey Method (String, String)(String^, String^)(String, String)(String, String)

C#C++F#VB

[See Also](#)

Updates the key value and key name for the credentials.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public void UpdateKey(  
    string keyValue,  
    string keyName  
)
```

C++

 Copy Co

```
public:  
void UpdateKey(  
    String^ keyValue,  
    String^ keyName  
)
```

F#

 Copy Co

```
member UpdateKey :  
    keyValue:string *  
    keyName:string -> unit
```

VB

 Copy Co

```
Public Sub UpdateKey (  
    keyValue As String,  
    keyName As String  
)
```

Parameters

keyValue

See Also

[UpdateKey Overload](#)

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



StorageCredentials...UpdateSASToken Method
(String)(String^)(String)(String)

C#C++F#VB

[See Also](#)

Updates the shared access signature (SAS) token value for storage credentials created with a shared access signature.

Namespace: [Microsoft.WindowsAzure.Storage.Auth](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public void UpdateSASToken(  
    string sasToken  
)
```

C++

 Copy Co


```
public:  
void UpdateSASToken(  
    String^ sasToken  
)
```

F#

 Copy Co

```
member UpdateSASToken :  
    sasToken:string -> unit
```

VB

 Copy Co

```
Public Sub UpdateSASToken (  
    sasToken As String  
)
```

Parameters

sasToken

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string that specifies the SAS token value to update.



See Also

[StorageCredentials Class](#)

[Microsoft.WindowsAzure.Storage.Auth Namespace](#)

[Return to top](#)



ExecutionContext Constructor (000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [OperationContext](#) class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public OperationContext()
```

C++

 [Copy](#) [Copy](#)

```
public:  
OperationContext()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> OperationContext
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.ClientRequestID

C#C++F#VB

PropertyOperationContext::ClientRequestID

PropertyOperationContext.ClientRequestID

PropertyOperationContext.ClientRequestID Property

[See Also](#)

Gets or sets the client request ID.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string ClientRequestID { get; set; }
```

C++

 Copy Co

```
public:  
property String^ ClientRequestID {  
    String^ get();  
    void set(String^ value);  
}
```

F#

 Copy Co

```
member ClientRequestID : string with get, set
```

VB

 Copy Co

```
Public Property ClientRequestID As String
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the client request ID.



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.DefaultLogLevel

C#C++F#VB

PropertyOperationContext::DefaultLogLevel

PropertyOperationContext.DefaultLogLevel

PropertyOperationContext.DefaultLogLevel Property

[See Also](#)

Gets or sets the default logging level to be used for subsequently created instances of the [OperationContext](#) class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
public static LogLevel DefaultLogLevel { get; s
```

C++  Copy Code

```
public:  
property LogLevel DefaultLogLevel {  
    static LogLevel get();  
    static void set(LogLevel value);  
}
```

F#  Copy Code

```
static member DefaultLogLevel : LogLevel with g
```

VB  Copy Code

```
Public Shared Property DefaultLogLevel As LogLe
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.LogLevel](#)[Microsoft.WindowsAzure.Stor](#)

A value of type [LogLevelLogLevelLogLevelLogLevel](#) that specifies which events are logged by default by instances of the [OperationContext](#).



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.EndTime

C#C++F#VB

PropertyOperationContext::EndTime

PropertyOperationContext.EndTime

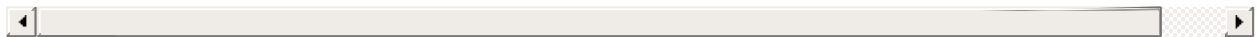
PropertyOperationContext.EndTime Property

[See Also](#)

Gets or sets the end time of the operation.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public DateTimeOffset EndTime { get; set; }
```

C++

 Copy Co

```
public:  
property DateTimeOffset EndTime {  
    DateTimeOffset get();  
    void set(DateTimeOffset value);  
}
```

F#

 Copy Co

```
member EndTime : DateTimeOffset with get, set
```

VB

 Copy Co

```
Public Property EndTime As DateTimeOffset
```

Property Value

Type:

[System.DateTimeOffsetSystem::DateTimeOffsetSystem.DateTimeOffsetSy](#)

The end time of the operation.



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.LastResult

C#C++F#VB

PropertyOperationContext::LastResult

PropertyOperationContext.LastResult

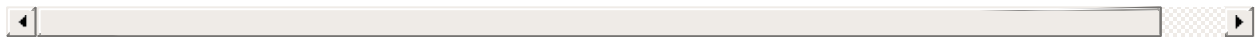
PropertyOperationContext.LastResult Property

[See Also](#)

Gets the last request result encountered for the operation.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public RequestResult LastResult { get; }
```

C++

 Copy Co

```
public:  
property RequestResult^ LastResult {  
    RequestResult^ get();  
}
```

F#

 Copy Co

```
member LastResult : RequestResult with get
```

VB

 Copy Co

```
Public ReadOnly Property LastResult As RequestR
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RequestResult](#)[Microsoft.WindowsAzure](#)

A [RequestResult](#) object that represents the last request result.



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.LogLevel

C#C++F#VB

PropertyOperationContext::LogLevel

PropertyOperationContext.LogLevel

PropertyOperationContext.LogLevel Property

[See Also](#)

Gets or sets the logging level to be used for an instance of the [OperationContext](#) class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public LogLevel LogLevel { get; set; }
```

C++

 Copy Co

```
public:  
property LogLevel LogLevel {  
    LogLevel get();  
    void set(LogLevel value);  
}
```

F#

 Copy Co

```
member LogLevel : LogLevel with get, set
```

VB

 Copy Co

```
Public Property LogLevel As LogLevel
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.LogLevel](#)[Microsoft.WindowsAzure.Stor](#)

A value of type **LogLevelLogLevelLogLevelLogLevel** that specifies which events are logged by the [OperationContext](#).



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.RequestResults

C#C++F#VB

PropertyOperationContext::RequestResults

PropertyOperationContext.RequestResults

PropertyOperationContext.RequestResults Property

[See Also](#)

Gets or sets the set of request results that the current operation has created.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public IList<RequestResult> RequestResults { ge
```

C++

 [Copy Code](#)

```
public:  
property IList<RequestResult^>^ RequestResults  
    IList<RequestResult^>^ get();  
}
```

F#

 [Copy Code](#)

```
member RequestResults : IList<RequestResult> wi
```

VB

 [Copy Code](#)

```
Public ReadOnly Property RequestResults As ILis
```

Property Value

Type:

[System.Collections.Generic.IList<RequestResult>](#) [System.Collections.Gene](#)

An [IList](#) object that contains [RequestResult](#) objects that represent the request results created by the current operation.



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.StartTime

C#C++F#VB

PropertyOperationContext::StartTime

PropertyOperationContext.StartTime

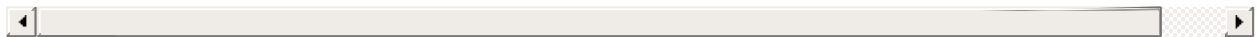
PropertyOperationContext.StartTime Property

[See Also](#)

Gets or sets the start time of the operation.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public DateTimeOffset StartTime { get; set; }
```

C++

 Copy Co

```
public:  
property DateTimeOffset StartTime {  
    DateTimeOffset get();  
    void set(DateTimeOffset value);  
}
```

F#

 Copy Co

```
member StartTime : DateTimeOffset with get, set
```

VB

 Copy Co

```
Public Property StartTime As DateTimeOffset
```

Property Value

Type:

[System.DateTimeOffsetSystem::DateTimeOffsetSystem.DateTimeOffsetSy](#)

The start time of the operation.



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContext.UserHeaders

C#C++F#VB

PropertyOperationContext::UserHeaders

PropertyOperationContext.UserHeaders

PropertyOperationContext.UserHeaders Property

[See Also](#)

Gets or sets additional headers on the request, for example, for proxy or logging information.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public IDictionary<string, string> UserHeaders
```

C++

 Copy Co

```
public:  
property IDictionary<String^, String^>^ UserHea  
    IDictionary<String^, String^>^ get();  
    void set(IDictionary<String^, String^>^  
}
```

F#

 Copy Co

```
member UserHeaders : IDictionary<string, string
```

VB

 Copy Co

```
Public Property UserHeaders As IDictionary(Of S
```

Property Value

Type:

[System.Collections.Generic.IDictionary<\[String\]\(#\), \[String\]\(#\)>](#)[System.Collection](#)

A [IDictionary<TKey, TValue>](#)[<TKey, TValue>](#)[<"TKey, "TValue>](#)(Of [TKey, TValue](#)) object containing additional header information.



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContract...GlobalRequestCompleted Event

C#C++F#VB

[See Also](#)

Occurs after a response has been fully received and processed.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static event EventHandler<RequestEventArgs>
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^>^ GlobalRequestCompleted;  
    static void add(EventHandler<RequestEventArgs^> handler)  
    static void remove(EventHandler<RequestEventArgs^> handler)  
}
```

F#

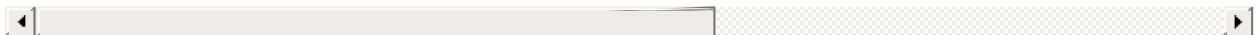
 [Copy Code](#)

```
static member GlobalRequestCompleted : IEvent<RequestEventArgs>
```

VB

 [Copy Code](#)

```
Public Shared Event GlobalRequestCompleted As EventHandler<RequestEventArgs>
```



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContract...GlobalResponseReceived Event

C#C++F#VB

[See Also](#)

Occurs when a response is received from the server, before any processing or downloading.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static event EventHandler<RequestEventArgs>
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^>^ GlobalResponseReceived;  
    static void add(EventHandler<RequestEventArgs^> handler)  
    static void remove(EventHandler<RequestEventArgs^> handler)  
}
```

F#

 [Copy Code](#)

```
static member GlobalResponseReceived : IEvent<RequestEventArgs>
```

VB

 [Copy Code](#)

```
Public Shared Event GlobalResponseReceived As EventHandler<RequestEventArgs>
```



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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OperationContract...GlobalRetrying Event

C#C++F#VB

[See Also](#)

Occurs before a request is retried

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static event EventHandler<RequestEventArgs>
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^> GlobalRetrying;  
    static void add(EventHandler<RequestEventArgs> handler)  
    static void remove(EventHandler<RequestEventArgs> handler)  
}
```

F#

 [Copy Code](#)

```
static member GlobalRetrying : IEvent<EventHandler<RequestEventArgs>>
```

VB

 [Copy Code](#)

```
Public Shared Event GlobalRetrying As EventHandler<RequestEventArgs>
```



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContract...GlobalSendingRequest Event C#C++F#VB
[See Also](#)

Occurs immediately before a request is signed.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static event EventHandler<RequestEventArgs>
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^>^ GlobalSendingRequest;  
    static void add(EventHandler<RequestEventArgs> handler)  
    static void remove(EventHandler<RequestEventArgs> handler)  
}
```

F#

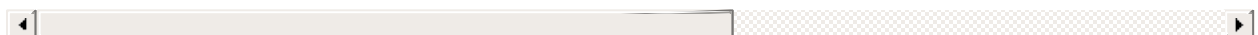
 [Copy Code](#)

```
static member GlobalSendingRequest : IEvent<RequestEventArgs>
```

VB

 [Copy Code](#)

```
Public Shared Event GlobalSendingRequest As EventHandler<RequestEventArgs>
```



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContract...RequestCompleted Event

C#C++F#VB

[See Also](#)

Occurs after a response has been fully received and processed.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public event EventHandler<RequestEventArgs> RequestCompleted;
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^>^ RequestCompleted;  
    void add(EventHandler<RequestEventArgs^> handler);  
    void remove(EventHandler<RequestEventArgs^> handler);  
}
```

F#

 [Copy Code](#)

```
member RequestCompleted : IEvent<EventHandler<RequestEventArgs>>
```

VB

 [Copy Code](#)

```
Public Event RequestCompleted As EventHandler(Of RequestEventArgs)
```



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContract...ResponseReceived Event

C#C++F#VB

[See Also](#)

Occurs when a response is received from the service, before any processing or downloading.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public event EventHandler<RequestEventArgs> Res
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^>^ Response  
    void add(EventHandler<RequestEventArgs^>  
    void remove(EventHandler<RequestEventAr  
}
```

F#

 [Copy Code](#)

```
member ResponseReceived : IEvent<EventHandler<R  
    RequestEventArgs>
```

VB

 [Copy Code](#)

```
Public Event ResponseReceived As EventHandler(0
```



See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContract...Retrying Event

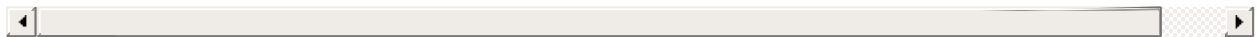
C#C++F#VB

[See Also](#)

Occurs before a request is retried

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public event EventHandler<RequestEventArgs> Retrying
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^>^ Retrying  
    void add(EventHandler<RequestEventArgs^> handler)  
    void remove(EventHandler<RequestEventArgs^> handler)  
}
```

F#

 [Copy Code](#)

```
member Retrying : IEvent<EventHandler<RequestEventArgs>  
    RequestEventArgs>
```

VB

 [Copy Code](#)

```
Public Event Retrying As EventHandler(Of RequestEventArgs)
```


See Also

[OperationContext Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



OperationContract...SendingRequest Event

C#C++F#VB

[See Also](#)

Occurs immediately before a request is signed.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public event EventHandler<RequestEventArgs> SendingRequest;
```

C++

 [Copy Code](#)

```
public:  
event EventHandler<RequestEventArgs^>^ SendingRequest;  
    void add(EventHandler<RequestEventArgs^> handler);  
    void remove(EventHandler<RequestEventArgs^> handler);  
}
```

F#

 [Copy Code](#)

```
member SendingRequest : IEvent<EventHandler<RequestEventArgs>>
```

VB

 [Copy Code](#)

```
Public Event SendingRequest As EventHandler(Of RequestEventArgs)
```

See Also

[OperationContext Class](#)


[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)




Microsoft.WindowsAzure.Storage.Queue.Protocol Namespace

Classes

| | Class | Description |
|---|----------------------------------|---|
|  | QueuePermissions | Represents the permissions for a queue. |

Enumerations

| | Enumeration | Description |
|---|-------------------------------------|---|
|  | QueueListingDetails | Specifies which details to include when listing the queues in this storage account. |

[Return to top](#)

QueuePermissions Constructor (0000)

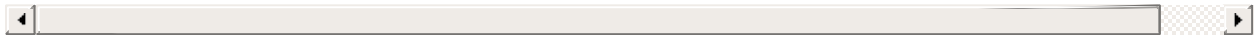
C#C++F#VB

[See Also](#)

Initializes a new instance of the [QueuePermissions](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Queue.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public QueuePermissions()
```

C++

 [Copy](#) [Copy](#)

```
public:  
QueuePermissions()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> QueuePermissions
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

See Also

[QueuePermissions Class](#)

[Microsoft.WindowsAzure.Storage.Queue.Protocol Namespace](#)

[Return to top](#)



QueuePermissions.SharedAccessPolicies

C#C++F#VB

PropertyQueuePermissions::SharedAccessPolicies

PropertyQueuePermissions.SharedAccessPolicies

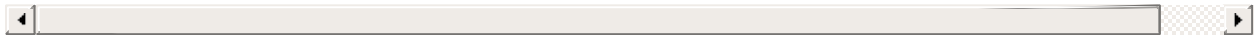
PropertyQueuePermissions.SharedAccessPolicies Property

[See Also](#)

Gets the set of shared access policies for the queue.

Namespace: [Microsoft.WindowsAzure.Storage.Queue.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public SharedAccessQueuePolicies SharedAccessPo
```

C++  [Copy Code](#)

```
public:  
property SharedAccessQueuePolicies^ SharedAcces  
    SharedAccessQueuePolicies^ get();  
    private: void set(SharedAccessQueuePoli  
}
```

F#  [Copy Code](#)

```
member SharedAccessPolicies : SharedAccessQueue
```

VB  [Copy Code](#)

```
Public Property SharedAccessPolicies As SharedA  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Queue.SharedAccessQueuePoliciesMicro](#)

The set of shared access policies for the queue.

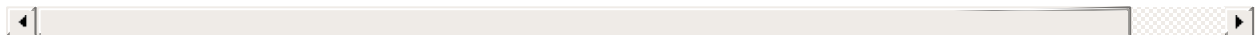


See Also

[QueuePermissions Class](#)

[Microsoft.WindowsAzure.Storage.Queue.Protocol Namespace](#)

[Return to top](#)



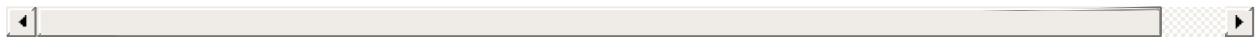
IPAddressOrRange Constructor (String)(String^) C#C++F#VB
(String)(String)

[See Also](#)

Initializes a new instance of the IPAddressOrRange class from a single IPAddress.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public IPAddressOrRange(  
    string address  
)
```

C++

 Copy Co

```
public:  
IPAddressOrRange(  
    String^ address  
)
```

F#

 Copy Co

```
new :  
    address:string -> IPAddressOrRange
```

VB

 Copy Co

```
Public Sub New (  
    address As String  
)
```

Parameters

address

Type: [System.StringSystem::String^System.StringSystem.String](#)

The IP Address that the IPAddressOrRange object will represent.



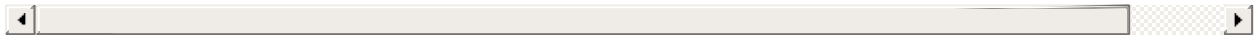
See Also

[IPAddressOrRange Overload](#)

[IPAddressOrRange Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**IPAddressOrRange Constructor (String, String)
(String^, String^)(String, String)(String, String)**

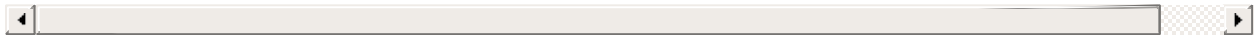
C#C++F#VB

[See Also](#)

Initializes a new instance of the IPAddressOrRange class from two IPAddress objects, a minimum and a maximum.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public IPAddressOrRange(  
    string minimum,  
    string maximum  
)
```

C++

 Copy Co

```
public:  
IPAddressOrRange(  
    String^ minimum,  
    String^ maximum  
)
```

F#

 Copy Co

```
new :  
    minimum:string *  
    maximum:string -> IPAddressOrRange
```

VB

 Copy Co

```
Public Sub New (  
    minimum As String,  
    maximum As String  
)
```

Parameters

minimum

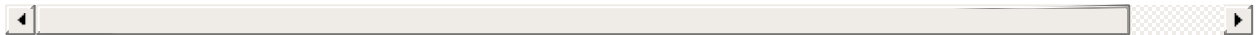
See Also

[IPAddressOrRange Overload](#)

[IPAddressOrRange Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IPAddressOrRange.Address

C#C++F#VB

PropertyIPAddressOrRange::Address

PropertyIPAddressOrRange.Address

PropertyIPAddressOrRange.Address Property

[See Also](#)

The IP Address. Returns null if this object represents a range of IP addresses.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public string Address { get; private set; }
```

C++

 [Copy Code](#)

```
public:  
property String^ Address {  
    String^ get();  
    private: void set(String^ value);  
}
```

F#

 [Copy Code](#)

```
member Address : string with get, private set
```

VB

 [Copy Code](#)

```
Public Property Address As String  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

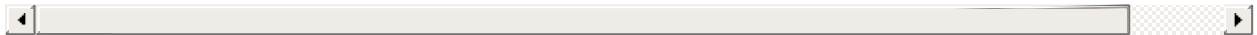


See Also

[IPAddressOrRange Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IPAddressOrRange.IsSingleAddress

C#C++F#VB

PropertyIPAddressOrRange::IsSingleAddress

PropertyIPAddressOrRange.IsSingleAddress

PropertyIPAddressOrRange.IsSingleAddress Property

[See Also](#)

True if this object represents a single IP Address, false if it represents a range

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public bool IsSingleAddress { get; private set;
```

C++

 [Copy Code](#)

```
public:  
property bool IsSingleAddress {  
    bool get();  
    private: void set(bool value);  
}
```

F#

 [Copy Code](#)

```
member IsSingleAddress : bool with get, private
```

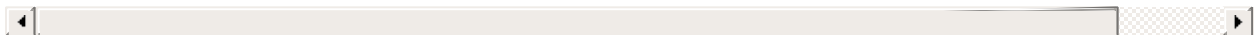
VB

 [Copy Code](#)

```
Public Property IsSingleAddress As Boolean  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boolean](#)

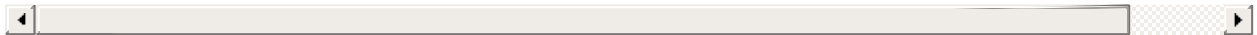


See Also

[IPAddressOrRange Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IPAddressOrRange.MaximumAddress

C#C++F#VB

PropertyIPAddressOrRange::MaximumAddress

PropertyIPAddressOrRange.MaximumAddress

PropertyIPAddressOrRange.MaximumAddress Property

[See Also](#)

The maximum IP Address for the range, inclusive. Returns null if this object represents a single IP address.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public string MaximumAddress { get; private set
```

C++

 [Copy Code](#)

```
public:  
property String^ MaximumAddress {  
    String^ get();  
    private: void set(String^ value);  
}
```

F#

 [Copy Code](#)

```
member MaximumAddress : string with get, private
```

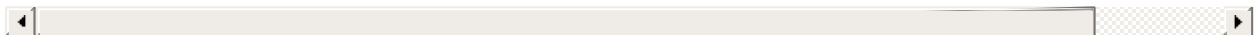
VB

 [Copy Code](#)

```
Public Property MaximumAddress As String  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

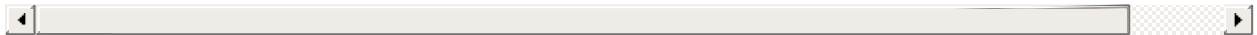


See Also

[IPAddressOrRange Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IPAddressOrRange.MinimumAddress

C#C++F#VB

PropertyIPAddressOrRange::MinimumAddress

PropertyIPAddressOrRange.MinimumAddress

PropertyIPAddressOrRange.MinimumAddress Property

[See Also](#)

The minimum IP Address for the range, inclusive. Returns null if this object represents a single IP address.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string MinimumAddress { get; private set
```

C++

 Copy Co

```
public:  
property String^ MinimumAddress {  
    String^ get();  
    private: void set(String^ value);  
}
```

F#

 Copy Co

```
member MinimumAddress : string with get, private
```

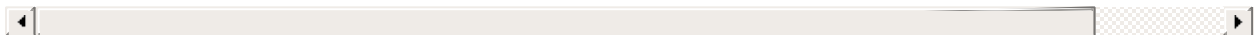
VB

 Copy Co

```
Public Property MinimumAddress As String  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

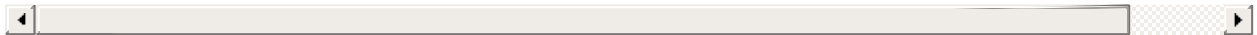


See Also

[IPAddressOrRange Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



IPAddressOrRange.::ToString Method (0000)

C#C++F#VB

[See Also](#)

Provides a string representation of this IPAddressOrRange object.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public override string ToString()
```

C++

 Copy Co

```
public:  
virtual String^ ToString() override
```

F#

 Copy Co

```
override ToString : unit -> string
```

VB

 Copy Co

```
Public Overrides Function ToString As String
```

Return Value

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

The string representation of this IPAddressOrRange object.



See Also

[IPAddressOrRange Class](#)



[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)







Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace

Classes

| | Class | Description |
|---|--|--|
|  | <u>CorsProperties</u> | Class representing the service properties pertaining to CORS. |
|  | <u>CorsRule</u> | Class representing the service properties pertaining to CORS. |
|  | <u>GeoReplicationStats</u> | Class representing the geo-replication stats. |
|  | <u>LoggingProperties</u> | Class representing the service properties pertaining to logging. |
|  | <u>MetricsProperties</u> | Class representing the service properties pertaining to metrics. |

Enumerations

| | Enumeration | Description |
|---|--------------------------------------|--|
|  | CorsHttpMethods | HTTP methods that are supported by CORS. |
|  | GeoReplicationStatus | Enumeration representing the state of geo-replication in a service. |
|  | LoggingOperations | Enumeration representing the state of logging in a service. |
|  | MetricsLevel | Enumeration representing the state of metrics collection in a service. |

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ServiceProperties Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the ServiceProperties class.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public ServiceProperties()
```

C++

 [Copy](#) [Copy](#)

```
public:  
ServiceProperties()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> ServiceProperties
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

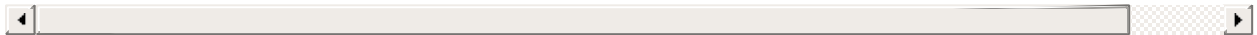
See Also

[ServiceProperties Overload](#)

[ServiceProperties Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

[Return to top](#)



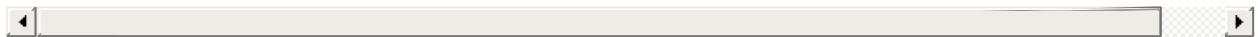
**ServiceProperties Constructor (LoggingProperties, C#C++F#VB
MetricsProperties, MetricsProperties,
CorsProperties)(LoggingProperties^, MetricsProperties^,
MetricsProperties^, CorsProperties^)(LoggingProperties,
MetricsProperties, MetricsProperties, CorsProperties)
(LoggingProperties, MetricsProperties, MetricsProperties,
CorsProperties)**

[See Also](#)

Initializes a new instance of the ServiceProperties class.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public ServiceProperties(  
    LoggingProperties logging = null,  
    MetricsProperties hourMetrics = null,  
    MetricsProperties minuteMetrics = null,  
    CorsProperties cors = null  
)
```

C++

 Copy C++

```
public:  
ServiceProperties(  
    LoggingProperties^ logging = null,  
    MetricsProperties^ hourMetrics = null,  
    MetricsProperties^ minuteMetrics = null,  
    CorsProperties^ cors = null  
)
```

F#

 Copy F#

```
new :  
    logging:LoggingProperties = null *  
    hourMetrics:MetricsProperties = null *  
    minuteMetrics:MetricsProperties = null *  
    cors:CorsProperties = null -> ServiceF
```

VB

 Copy VB

```
Public Sub New (  
    logging As LoggingProperties,  
    hourMetrics As MetricsProperties,
```

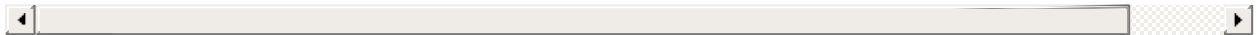
See Also

[ServiceProperties Overload](#)

[ServiceProperties Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

[Return to top](#)



ServiceProperties.Cors

C#C++F#VB

PropertyServiceProperties::Cors

PropertyServiceProperties.Cors PropertyServiceProperties.Cors

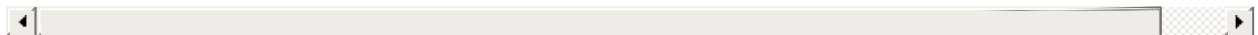
Property

[See Also](#)

Gets or sets the Cross Origin Resource Sharing (CORS) properties.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CorsProperties Cors { get; set; }
```

C++

 [Copy Code](#)

```
public:  
property CorsProperties^ Cors {  
    CorsProperties^ get();  
    void set(CorsProperties^ value);  
}
```

F#

 [Copy Code](#)

```
member Cors : CorsProperties with get, set
```

VB

 [Copy Code](#)

```
Public Property Cors As CorsProperties
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Shared.Protocol.CorsProperties](#)Microsoft

The CORS properties.

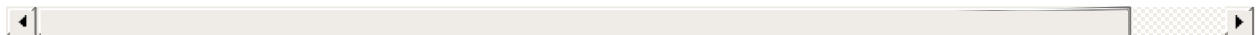


See Also

[ServiceProperties Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

[Return to top](#)



ServiceProperties.DefaultServiceVersion

C#C++F#VB

PropertyServiceProperties::DefaultServiceVersion

PropertyServiceProperties.DefaultServiceVersion

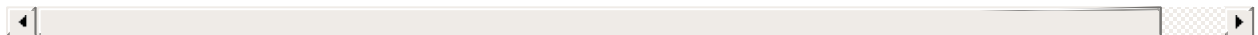
PropertyServiceProperties.DefaultServiceVersion Property

[See Also](#)

Gets or sets the default service version.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public string DefaultServiceVersion { get; set;
```

C++

 [Copy Code](#)

```
public:  
property String^ DefaultServiceVersion {  
    String^ get();  
    void set(String^ value);  
}
```

F#

 [Copy Code](#)

```
member DefaultServiceVersion : string with get,
```

VB

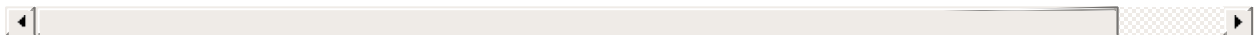
 [Copy Code](#)

```
Public Property DefaultServiceVersion As String
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The default service version identifier.

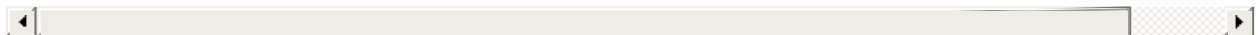


See Also

[ServiceProperties Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

[Return to top](#)



ServiceProperties.HourMetrics

C#C++F#VB

PropertyServiceProperties::HourMetrics

PropertyServiceProperties.HourMetrics

PropertyServiceProperties.HourMetrics Property

[See Also](#)

Gets or sets the hour metrics properties.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public MetricsProperties HourMetrics { get; set
```

C++

 Copy Co

```
public:  
property MetricsProperties^ HourMetrics {  
    MetricsProperties^ get();  
    void set(MetricsProperties^ value);  
}
```

F#

 Copy Co

```
member HourMetrics : MetricsProperties with get
```

VB

 Copy Co

```
Public Property HourMetrics As MetricsPropertie
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Shared.Protocol.MetricsPropertiesMicro](#)

The metrics properties.

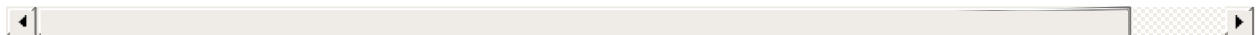


See Also

[ServiceProperties Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

[Return to top](#)



ServiceProperties.Logging

C#C++F#VB

PropertyServiceProperties::Logging

PropertyServiceProperties.Logging

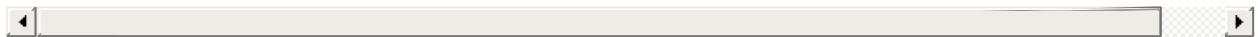
PropertyServiceProperties.Logging Property

[See Also](#)

Gets or sets the logging properties.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public LoggingProperties Logging { get; set; }
```

C++

 Copy Co

```
public:  
property LoggingProperties^ Logging {  
    LoggingProperties^ get();  
    void set(LoggingProperties^ value);  
}
```

F#

 Copy Co

```
member Logging : LoggingProperties with get, se
```

VB

 Copy Co

```
Public Property Logging As LoggingProperties
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Shared.Protocol.LoggingPropertiesMicro](#)

The logging properties.

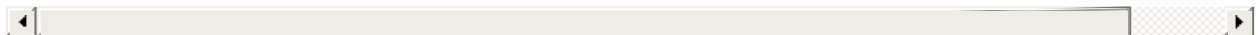


See Also

[ServiceProperties Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

[Return to top](#)



ServiceProperties.MinuteMetrics

C#C++F#VB

PropertyServiceProperties::MinuteMetrics

PropertyServiceProperties.MinuteMetrics

PropertyServiceProperties.MinuteMetrics Property

[See Also](#)

Gets or sets the minute metrics properties.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
public MetricsProperties MinuteMetrics { get; s
```

C++  Copy Code

```
public:  
property MetricsProperties^ MinuteMetrics {  
    MetricsProperties^ get();  
    void set(MetricsProperties^ value);  
}
```

F#  Copy Code

```
member MinuteMetrics : MetricsProperties with g
```

VB  Copy Code

```
Public Property MinuteMetrics As MetricsPropert
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Shared.Protocol.MetricsPropertiesMicro](#)

The minute metrics properties.

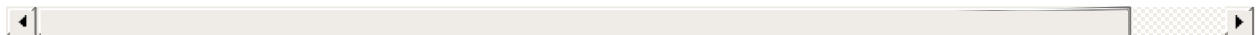


See Also

[ServiceProperties Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

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ServiceStats.GeoReplication

C#C++F#VB

PropertyServiceStats::GeoReplication

PropertyServiceStats.GeoReplication

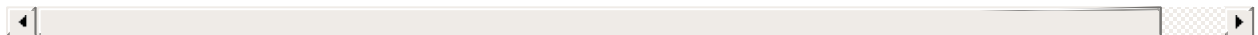
PropertyServiceStats.GeoReplication Property

[See Also](#)

Gets or sets the geo-replication stats.

Namespace: [Microsoft.WindowsAzure.Storage.Shared.Protocol](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public GeoReplicationStats GeoReplication { get
```

C++

 Copy Co

```
public:  
property GeoReplicationStats^ GeoReplication {  
    GeoReplicationStats^ get();  
    private: void set(GeoReplicationStats^  
}
```

F#

 Copy Co

```
member GeoReplication : GeoReplicationStats with
```

VB

 Copy Co

```
Public Property GeoReplication As GeoReplication  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Shared.Protocol.GeoReplicationStatsMi](#)

The geo-replication stats.

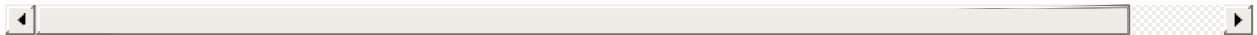


See Also

[ServiceStats Class](#)

[Microsoft.WindowsAzure.Storage.Shared.Protocol Namespace](#)

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ExponentialRetry Constructor (0000)

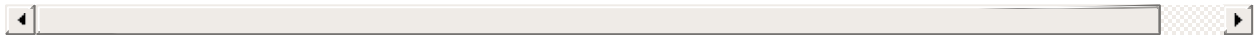
C#C++F#VB

[See Also](#)

Initializes a new instance of the [ExponentialRetry](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public ExponentialRetry()
```

C++

 [Copy](#) [Copy](#)

```
public:  
ExponentialRetry()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> ExponentialRetry
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

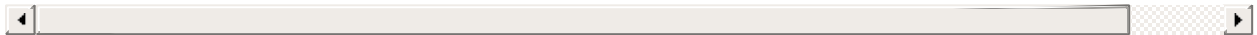
See Also

[ExponentialRetry Overload](#)

[ExponentialRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



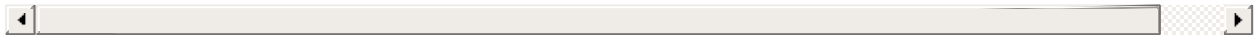
ExponentialRetry Constructor (TimeSpan, Int32) C#C++F#VB
(TimeSpan, Int32)(TimeSpan, Int32)(TimeSpan, Int32)

[See Also](#)

Initializes a new instance of the [ExponentialRetry](#) class using the specified delta and maximum number of retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public ExponentialRetry(  
    TimeSpan deltaBackoff,  
    int maxAttempts  
)
```

C++

 Copy Co

```
public:  
ExponentialRetry(  
    TimeSpan deltaBackoff,  
    int maxAttempts  
)
```

F#

 Copy Co

```
new :  
    deltaBackoff:TimeSpan *  
    maxAttempts:int -> ExponentialRetry
```

VB

 Copy Co

```
Public Sub New (  
    deltaBackoff As TimeSpan,  
    maxAttempts As Integer  
)
```

Parameters

deltaBackoff

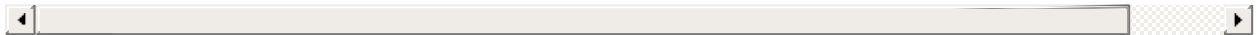
See Also

[ExponentialRetry Overload](#)

[ExponentialRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)

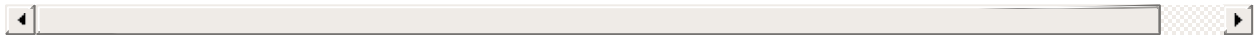


ExponentialRetry.::CreateInstance Method (0000) C#C++F#VB
[See Also](#)

Generates a new retry policy for the current request attempt.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public IRetryPolicy CreateInstance()
```

C++

 [Copy Code](#)

```
public:  
virtual IRetryPolicy^ CreateInstance() sealed
```

F#

 [Copy Code](#)

```
abstract CreateInstance : unit -> IRetryPolicy  
override CreateInstance : unit -> IRetryPolicy
```

VB

 [Copy Code](#)

```
Public Function CreateInstance As IRetryPolicy
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)[Microsoft.V](#)

An [IRetryPolicy](#) object that represents the retry policy for the current request attempt.

Implements

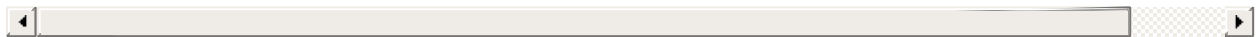
[IRetryPolicy::CreateInstance\(\)](#)

See Also

[ExponentialRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



ExponentialRetry.::Evaluate Method

C#C++F#VB

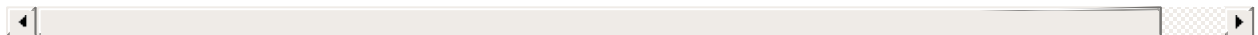
**(RetryContext, OperationContext)(RetryContext^,
OperationContext^)(RetryContext, OperationContext)
(RetryContext, OperationContext)**

[See Also](#)

Determines whether the operation should be retried and the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public RetryInfo Evaluate(  
    RetryContext retryContext,  
    OperationContext operationContext  
)
```

C++

 [Copy Code](#)

```
public:  
virtual RetryInfo^ Evaluate(  
    RetryContext^ retryContext,  
    OperationContext^ operationContext  
) sealed
```

F#

 [Copy Code](#)

```
abstract Evaluate :  
    retryContext:RetryContext *  
    operationContext:OperationContext -> RetryInfo  
override Evaluate :  
    retryContext:RetryContext *  
    operationContext:OperationContext -> RetryInfo
```

VB

 [Copy Code](#)

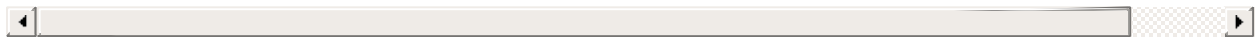
```
Public Function Evaluate (  
    retryContext As RetryContext,  
    operationContext As OperationContext  
) As RetryInfo
```

See Also

[ExponentialRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



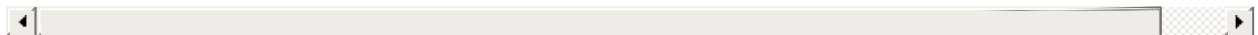
**ExponentialRetry.::ShouldRetry Method (Int32, C#C++F#VB
Int32, Exception, TimeSpan, OperationContext)
(Int32, Int32, Exception^, TimeSpan%, OperationContext^)
(Int32, Int32, Exception, TimeSpan, OperationContext)(Int32,
Int32, Exception, TimeSpan, OperationContext)**

[See Also](#)

Determines whether the operation should be retried and the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception lastException,  
    out TimeSpan retryInterval,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception^ lastException,  
    [OutAttribute] TimeSpan% retryInterval,  
    OperationContext^ operationContext  
) sealed
```

F#

 Copy F#

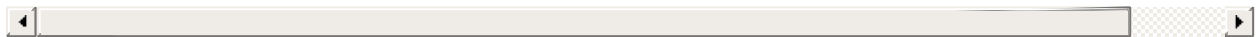
```
abstract ShouldRetry :  
    currentRetryCount:int *  
    statusCode:int *  
    lastException:Exception *  
    retryInterval:TimeSpan byref *  
    operationContext:OperationContext -> bool  
override ShouldRetry :  
    currentRetryCount:int *  
    statusCode:int *
```

See Also

[ExponentialRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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LinearRetry Constructor (0000)

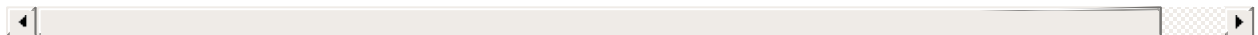
C#C++F#VB

[See Also](#)

Initializes a new instance of the [LinearRetry](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public LinearRetry()
```

C++

 [Copy](#) [Copy](#)

```
public:  
LinearRetry()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> LinearRetry
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

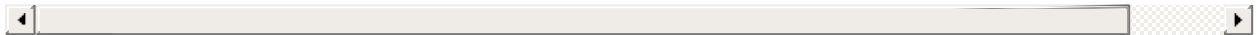
See Also

[LinearRetry Overload](#)

[LinearRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



LinearRetry Constructor (TimeSpan, Int32)
(TimeSpan, Int32)(TimeSpan, Int32)(TimeSpan,
Int32)

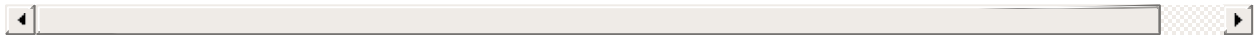
C#C++F#VB

[See Also](#)

Initializes a new instance of the [LinearRetry](#) class using the specified delta and maximum number of retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public LinearRetry(  
    TimeSpan deltaBackoff,  
    int maxAttempts  
)
```

C++

 [Copy Code](#)

```
public:  
LinearRetry(  
    TimeSpan deltaBackoff,  
    int maxAttempts  
)
```

F#

 [Copy Code](#)

```
new :  
    deltaBackoff:TimeSpan *  
    maxAttempts:int -> LinearRetry
```

VB

 [Copy Code](#)

```
Public Sub New (  
    deltaBackoff As TimeSpan,  
    maxAttempts As Integer  
)
```

Parameters

deltaBackoff

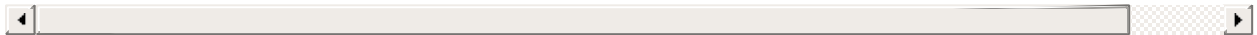
See Also

[LinearRetry Overload](#)

[LinearRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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LinearRetry...CreateInstance Method (0000)

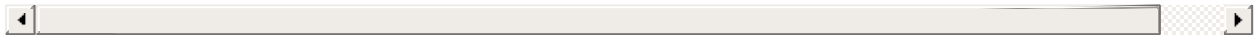
C#C++F#VB

[See Also](#)

Generates a new retry policy for the current request attempt.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public IRetryPolicy CreateInstance()
```

C++

 [Copy](#) [Copy](#)

```
public:  
virtual IRetryPolicy^ CreateInstance() sealed
```

F#

 [Copy](#) [Copy](#)

```
abstract CreateInstance : unit -> IRetryPolicy  
override CreateInstance : unit -> IRetryPolicy
```

VB

 [Copy](#) [Copy](#)

```
Public Function CreateInstance As IRetryPolicy
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)[Microsoft.V](#)

An [IRetryPolicy](#) object that represents the retry policy for the current request attempt.

Implements

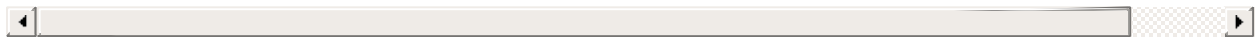
[IRetryPolicy::CreateInstance\(\)](#)

See Also

[LinearRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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**LinearRetry::Evaluate Method (RetryContext, C#C++F#VB
OperationContext)(RetryContext^,
OperationContext^)(RetryContext, OperationContext)
(RetryContext, OperationContext)**

[See Also](#)

Determines whether the operation should be retried and the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public RetryInfo Evaluate(  
    RetryContext retryContext,  
    OperationContext operationContext  
)
```

C++

 [Copy Code](#)

```
public:  
virtual RetryInfo^ Evaluate(  
    RetryContext^ retryContext,  
    OperationContext^ operationContext  
) sealed
```

F#

 [Copy Code](#)

```
abstract Evaluate :  
    retryContext:RetryContext *  
    operationContext:OperationContext -> RetryInfo  
override Evaluate :  
    retryContext:RetryContext *  
    operationContext:OperationContext -> RetryInfo
```

VB

 [Copy Code](#)

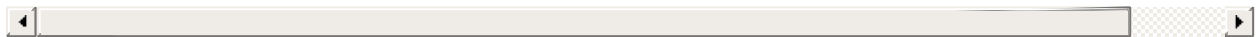
```
Public Function Evaluate (  
    retryContext As RetryContext,  
    operationContext As OperationContext  
) As RetryInfo
```

See Also

[LinearRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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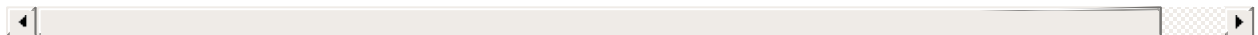
**LinearRetry::ShouldRetry Method (Int32, Int32, C#C++F#VB
Exception, TimeSpan, OperationContext)(Int32,
Int32, Exception^, TimeSpan%, OperationContext^)(Int32,
Int32, Exception, TimeSpan, OperationContext)(Int32, Int32,
Exception, TimeSpan, OperationContext)**

[See Also](#)

Determines whether the operation should be retried and the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception lastException,  
    out TimeSpan retryInterval,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception^ lastException,  
    [OutAttribute] TimeSpan% retryInterval,  
    OperationContext^ operationContext  
) sealed
```

F#

 Copy F#

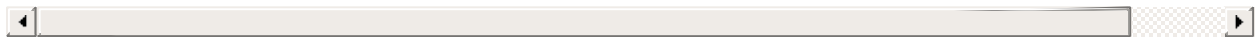
```
abstract ShouldRetry :  
    currentRetryCount:int *  
    statusCode:int *  
    lastException:Exception *  
    retryInterval:TimeSpan byref *  
    operationContext:OperationContext -> bool  
override ShouldRetry :  
    currentRetryCount:int *  
    statusCode:int *
```

See Also

[LinearRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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NoRetry Constructor (0000)

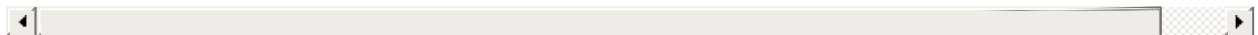
C#C++F#VB

[See Also](#)

Initializes a new instance of the [NoRetry](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public NoRetry()
```

C++

 [Copy](#) [Copy](#)

```
public:  
NoRetry()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> NoRetry
```

VB

 [Copy](#) [Copy](#)

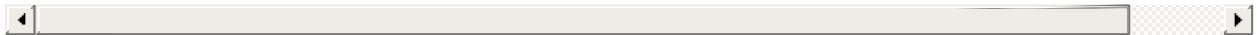
```
Public Sub New
```

See Also

[NoRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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NoRetry.::CreateInstance Method (000)

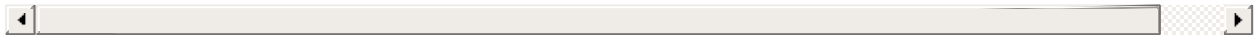
C#C++F#VB

[See Also](#)

Generates a new retry policy for the current request attempt.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public IRetryPolicy CreateInstance()
```

C++

 [Copy](#) [Copy](#)

```
public:  
virtual IRetryPolicy^ CreateInstance() sealed
```

F#

 [Copy](#) [Copy](#)

```
abstract CreateInstance : unit -> IRetryPolicy  
override CreateInstance : unit -> IRetryPolicy
```

VB

 [Copy](#) [Copy](#)

```
Public Function CreateInstance As IRetryPolicy
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)[Microsoft.V](#)

An [IRetryPolicy](#) object that represents the retry policy for the current request attempt.

Implements

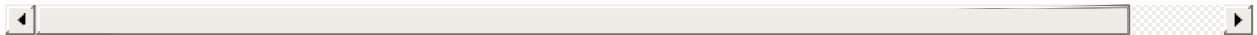
[IRetryPolicy::CreateInstance\(\)](#)

See Also

[NoRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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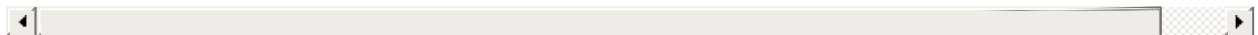
NoRetry.::ShouldRetry Method (Int32, Int32, Exception, TimeSpan, OperationContext)(Int32, Int32, Exception, TimeSpan, OperationContext)(Int32, Int32, Exception, TimeSpan, OperationContext)(Int32, Int32, Exception, TimeSpan, OperationContext) C#C++F#VB

[See Also](#)

Determines if the operation should be retried and how long to wait until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception lastException,  
    out TimeSpan retryInterval,  
    OperationContext operationContext  
)
```

C++

 Copy C++

```
public:  
virtual bool ShouldRetry(  
    int currentRetryCount,  
    int statusCode,  
    Exception^ lastException,  
    [OutAttribute] TimeSpan% retryInterval,  
    OperationContext^ operationContext  
) sealed
```

F#

 Copy F#

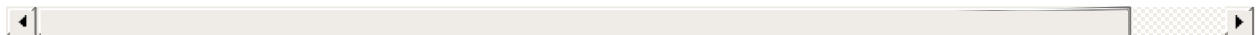
```
abstract ShouldRetry :  
    currentRetryCount:int *  
    statusCode:int *  
    lastException:Exception *  
    retryInterval:TimeSpan byref *  
    operationContext:OperationContext -> bool  
override ShouldRetry :  
    currentRetryCount:int *  
    statusCode:int *
```

See Also

[NoRetry Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryContext.CurrentRetryCount

C#C++F#VB

PropertyRetryContext::CurrentRetryCount

PropertyRetryContext.CurrentRetryCount

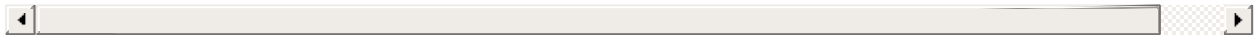
PropertyRetryContext.CurrentRetryCount Property

[See Also](#)

Gets the number of retries for the given operation.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public int CurrentRetryCount { get; private set
```

C++

 Copy Co

```
public:  
property int CurrentRetryCount {  
    int get();  
    private: void set(int value);  
}
```

F#

 Copy Co

```
member CurrentRetryCount : int with get, private
```

VB

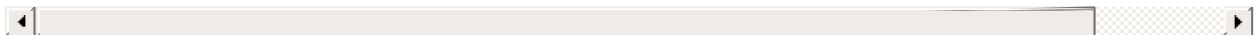
 Copy Co

```
Public Property CurrentRetryCount As Integer  
    Get  
    Private Set  
End Property
```

Property Value

Type: [System.Int32System::Int32System.Int32System.Int32](#)

An integer specifying the number of retries for the given operation.

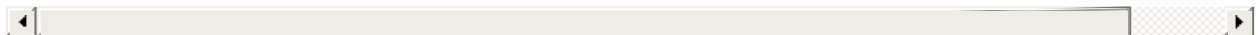


See Also

[RetryContext Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryContext.LastRequestResult

C#C++F#VB

PropertyRetryContext::LastRequestResult

PropertyRetryContext.LastRequestResult

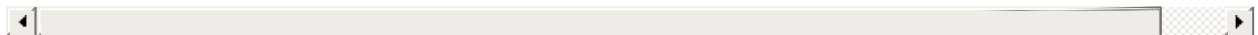
PropertyRetryContext.LastRequestResult Property

[See Also](#)

Gets the results of the last request.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
public RequestResult LastRequestResult { get; p
```

C++  Copy Code

```
public:  
property RequestResult^ LastRequestResult {  
    RequestResult^ get();  
    private: void set(RequestResult^ value)  
}
```

F#  Copy Code

```
member LastRequestResult : RequestResult with g
```

VB  Copy Code

```
Public Property LastRequestResult As RequestRes  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RequestResult](#)
A [RequestResult](#) object.

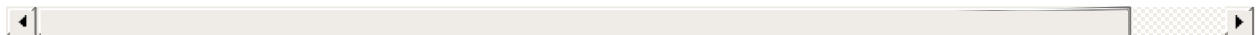


See Also

[RetryContext Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryContext.LocationMode

C#C++F#VB

PropertyRetryContext::LocationMode

PropertyRetryContext.LocationMode

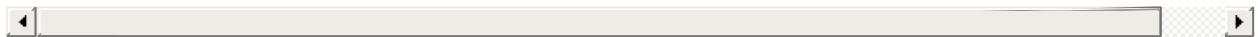
PropertyRetryContext.LocationMode Property

[See Also](#)

Gets the location mode for subsequent retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public LocationMode LocationMode { get; private
```

C++  [Copy Code](#)

```
public:  
property LocationMode LocationMode {  
    LocationMode get();  
    private: void set(LocationMode value);  
}
```

F#  [Copy Code](#)

```
member LocationMode : LocationMode with get, pr
```

VB  [Copy Code](#)

```
Public Property LocationMode As LocationMode  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.LocationModeMicrosoft.V](#)

A [LocationMode](#) enumeration value.

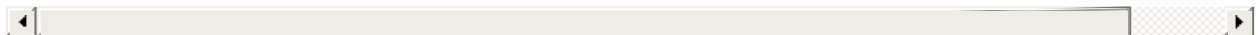


See Also

[RetryContext Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryContext.NextLocation

C#C++F#VB

PropertyRetryContext::NextLocation

PropertyRetryContext.NextLocation

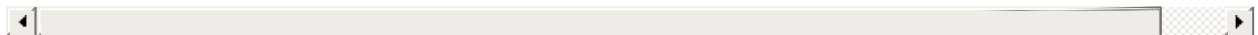
PropertyRetryContext.NextLocation Property

[See Also](#)

Gets the target location for the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageLocation NextLocation { get; priv
```

C++

 Copy Co

```
public:  
property StorageLocation NextLocation {  
    StorageLocation get();  
    private: void set(StorageLocation value  
}
```

F#

 Copy Co

```
member NextLocation : StorageLocation with get,
```

VB

 Copy Co

```
Public Property NextLocation As StorageLocation  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageLocation](#)[Microsoft.WindowsAzu](#)

A [StorageLocation](#) enumeration value.

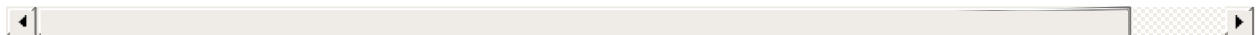


See Also

[RetryContext Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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RetryContext.::.ToString Method (0000)

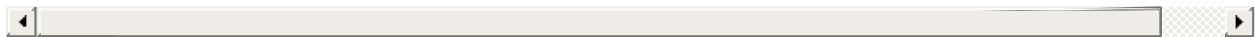
C#C++F#VB

[See Also](#)

Returns a string that represents the current [RetryContext](#) instance.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public override string ToString()
```

C++

 [Copy](#) [Copy](#)

```
public:  
virtual String^ ToString() override
```

F#

 [Copy](#) [Copy](#)

```
override ToString : unit -> string
```

VB

 [Copy](#) [Copy](#)

```
Public Overrides Function ToString As String
```

Return Value

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string that represents the current [RetryContext](#) instance.

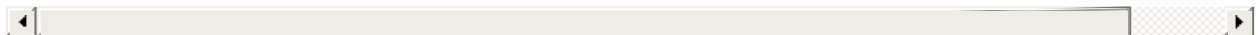


See Also

[RetryContext Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryInfo Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [RetryInfo](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public RetryInfo()
```

C++

 [Copy](#) [Copy](#)

```
public:  
RetryInfo()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> RetryInfo
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

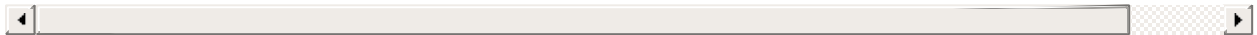
See Also

[RetryInfo Overload](#)

[RetryInfo Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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RetryInfo Constructor (RetryContext)
(RetryContext^)(RetryContext)(RetryContext)

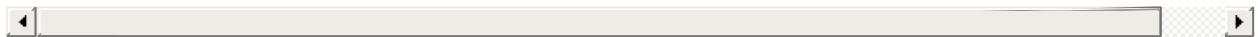
C#C++F#VB

[See Also](#)

Initializes a new instance of the [RetryInfo](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy C#

```
public RetryInfo(  
    RetryContext retryContext  
)
```

C++

 Copy C++

```
public:  
RetryInfo(  
    RetryContext^ retryContext  
)
```

F#

 Copy F#

```
new :  
    retryContext:RetryContext -> RetryInfo
```

VB

 Copy VB

```
Public Sub New (  
    retryContext As RetryContext  
)
```

Parameters

retryContext

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.RetryContext](#)

The [RetryContext](#) object that was passed in to the retry policy.

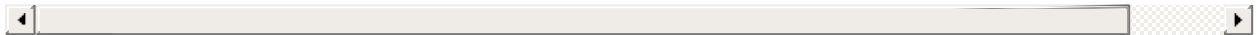
See Also

[RetryInfo Overload](#)

[RetryInfo Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryInfo.RetryInterval

C#C++F#VB

PropertyRetryInfo::RetryInterval

PropertyRetryInfo.RetryInterval

PropertyRetryInfo.RetryInterval Property

[See Also](#)

Gets the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public TimeSpan RetryInterval { get; set; }
```

C++

 Copy Co

```
public:  
property TimeSpan RetryInterval {  
    TimeSpan get();  
    void set(TimeSpan value);  
}
```

F#

 Copy Co

```
member RetryInterval : TimeSpan with get, set
```

VB

 Copy Co

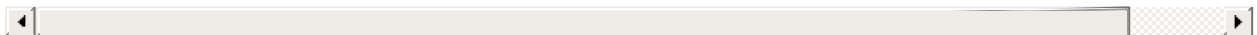
```
Public Property RetryInterval As TimeSpan
```

Property Value

Type:

[System.TimeSpanSystem::TimeSpanSystem.TimeSpanSystem.TimeSpan](#)

A TimeSpan object specifying the interval until the next retry.

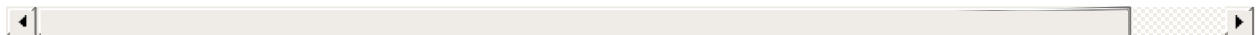


See Also

[RetryInfo Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

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RetryInfo.TargetLocation

C#C++F#VB

PropertyRetryInfo::TargetLocation

PropertyRetryInfo.TargetLocation

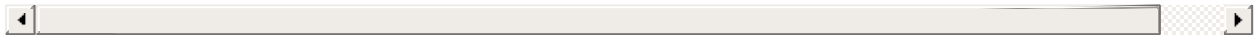
PropertyRetryInfo.TargetLocation Property

[See Also](#)

Gets or sets the target location for the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageLocation TargetLocation { get; se
```

C++

 Copy Co

```
public:  
property StorageLocation TargetLocation {  
    StorageLocation get();  
    void set(StorageLocation value);  
}
```

F#

 Copy Co

```
member TargetLocation : StorageLocation with ge
```

VB

 Copy Co

```
Public Property TargetLocation As StorageLocati
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageLocation](#)[Microsoft.WindowsAzu](#)

A [StorageLocation](#) enumeration value.

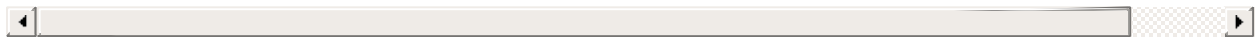


See Also

[RetryInfo Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryInfo.UpdatedLocationMode

C#C++F#VB

PropertyRetryInfo::UpdatedLocationMode

PropertyRetryInfo.UpdatedLocationMode

PropertyRetryInfo.UpdatedLocationMode Property

[See Also](#)

Gets or sets the location mode for subsequent retries.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
public LocationMode UpdatedLocationMode { get;
```

C++  Copy Code

```
public:  
property LocationMode UpdatedLocationMode {  
    LocationMode get();  
    void set(LocationMode value);  
}
```

F#  Copy Code

```
member UpdatedLocationMode : LocationMode with
```

VB  Copy Code

```
Public Property UpdatedLocationMode As Location
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.LocationMode](#)Microsoft.V

A [LocationMode](#) enumeration value.

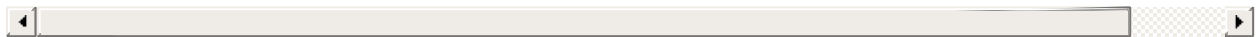


See Also

[RetryInfo Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



RetryInfo...ToString Method (000)

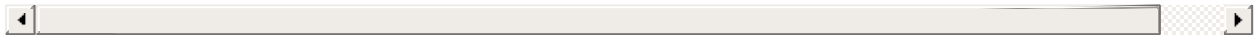
C#C++F#VB

[See Also](#)

Returns a string that represents the current [RetryInfo](#) instance.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public override string ToString()
```

C++

 Copy Co

```
public:  
virtual String^ ToString() override
```

F#

 Copy Co

```
override ToString : unit -> string
```

VB

 Copy Co

```
Public Overrides Function ToString As String
```

Return Value

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string that represents the current [RetryInfo](#) instance.

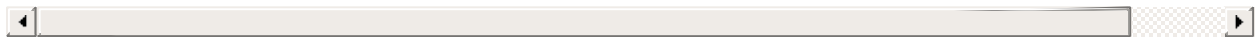


See Also

[RetryInfo Class](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



IExtendedRetryPolicy::...Evaluate Method

C#C++F#VB

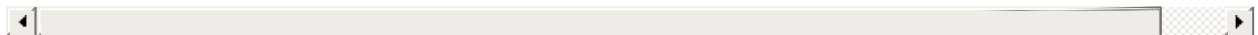
**(RetryContext, OperationContext)(RetryContext^,
OperationContext^)(RetryContext, OperationContext)
(RetryContext, OperationContext)**

[See Also](#)

Determines whether the operation should be retried and the interval until the next retry.

Namespace: [Microsoft.WindowsAzure.Storage.RetryPolicies](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
RetryInfo Evaluate(  
    RetryContext retryContext,  
    OperationContext operationContext  
)
```

C++

 Copy Co

```
RetryInfo^ Evaluate(  
    RetryContext^ retryContext,  
    OperationContext^ operationContext  
)
```

F#

 Copy Co

```
abstract Evaluate :  
    retryContext:RetryContext *  
    operationContext:OperationContext -> R
```

VB

 Copy Co

```
Function Evaluate (  
    retryContext As RetryContext,  
    operationContext As OperationContext  
) As RetryInfo
```

Parameters

retryContext

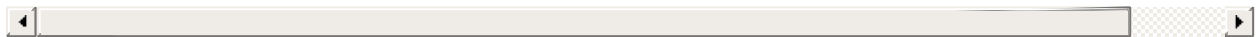
Type:

See Also

[IExtendedRetryPolicy Interface](#)

[Microsoft.WindowsAzure.Storage.RetryPolicies Namespace](#)

[Return to top](#)



AccessCondition Constructor (0000)

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public AccessCondition()
```

C++

 [Copy](#) [Copy](#)

```
public:  
AccessCondition()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> AccessCondition
```

VB

 [Copy](#) [Copy](#)

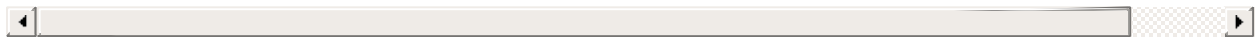
```
Public Sub New
```

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)

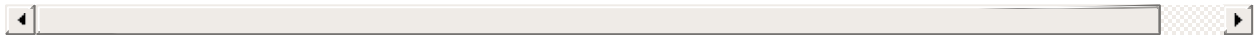


AccessCondition.IfAppendPositionEqual C#C++F#VB
PropertyAccessCondition::IfAppendPositionEqual
PropertyAccessCondition.IfAppendPositionEqual
PropertyAccessCondition.IfAppendPositionEqual Property
[See Also](#)

Gets or sets a value for a condition specifying the byte offset to check for when committing a block to an append blob. The append will succeed only if the end position is equal to this number.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<long> IfAppendPositionEqual { g
```

C++

 [Copy Code](#)

```
public:  
property Nullable<long long> IfAppendPositionEq  
    Nullable<long long> get();  
    void set(Nullable<long long> value);  
}
```

F#

 [Copy Code](#)

```
member IfAppendPositionEqual : Nullable<int64>
```

VB

 [Copy Code](#)

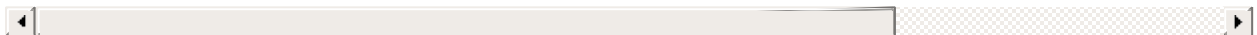
```
Public Property IfAppendPositionEqual As Nullab
```

Property Value

Type:

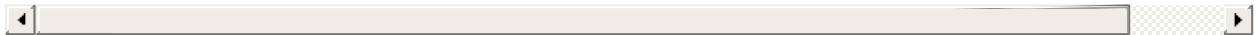
[System.Nullable<Int64>](#)[System::Nullable<Int64>](#)[System.Nullable<Int64>](#)?

An append position number, or `null` if no value is set.



Remarks

This condition only applies to append blobs.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.IfMatchETag

C#C++F#VB

PropertyAccessCondition::IfMatchETag

PropertyAccessCondition.IfMatchETag

PropertyAccessCondition.IfMatchETag Property

[See Also](#)

Gets or sets an ETag value for a condition specifying that the given ETag must match the ETag of the specified resource.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public string IfMatchETag { get; set; }
```

C++

 [Copy](#) [Copy](#)

```
public:  
property String^ IfMatchETag {  
    String^ get();  
    void set(String^ value);  
}
```

F#

 [Copy](#) [Copy](#)

```
member IfMatchETag : string with get, set
```

VB

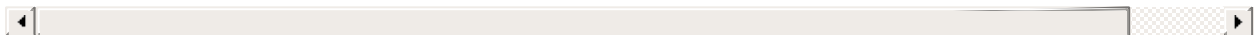
 [Copy](#) [Copy](#)

```
Public Property IfMatchETag As String
```

Property Value

Type: [System.StringSystem::String](#)[^][System.StringSystem.String](#)

A string containing an ETag value, or "*" to match any ETag. If null, no condition exists.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.IfMaxSizeLessThanOrEqualTo

C#C++F#VB

PropertyAccessCondition::IfMaxSizeLessThanOrEqualTo

PropertyAccessCondition.IfMaxSizeLessThanOrEqualTo

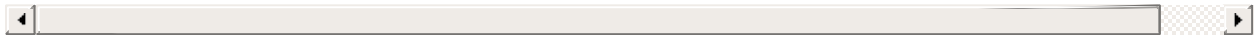
PropertyAccessCondition.IfMaxSizeLessThanOrEqualTo Property

[See Also](#)

Gets or sets a value for a condition that specifies the maximum size allowed for an append blob when a new block is committed. The append will succeed only if the size of the blob after the append operation is less than or equal to the specified size.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<long> IfMaxSizeLessThanOrEqualTo
```

C++

 [Copy Code](#)

```
public:  
property Nullable<long long> IfMaxSizeLessThanOrEqualTo  
    Nullable<long long> get();  
    void set(Nullable<long long> value);  
}
```

F#

 [Copy Code](#)

```
member IfMaxSizeLessThanOrEqualTo : Nullable<int64>
```

VB

 [Copy Code](#)

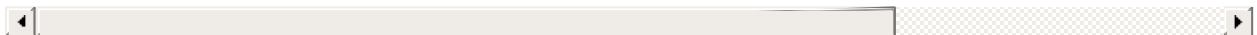
```
Public Property IfMaxSizeLessThanOrEqualTo As Nu
```

Property Value

Type:

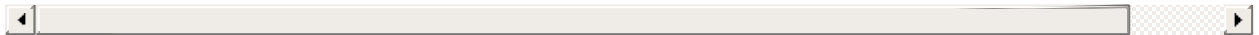
[System.Nullable<Int64>](#)[System::Nullable<Int64>](#)[System.Nullable<Int64>](#);

The maximum size in bytes, or `null` if no value is set.



Remarks

This condition only applies to append blobs.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.IfModifiedSinceTime

C#C++F#VB

PropertyAccessCondition::IfModifiedSinceTime

PropertyAccessCondition.IfModifiedSinceTime

PropertyAccessCondition.IfModifiedSinceTime Property

[See Also](#)

Gets or sets a DateTimeOffset value for a condition specifying a time since which a resource has been modified.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> IfModifiedSince
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> IfModifiedSin  
    Nullable<DateTimeOffset> get();  
    void set(Nullable<DateTimeOffset> value  
}
```

F#

 [Copy Code](#)

```
member IfModifiedSinceTime : Nullable<DateTimeO
```

VB

 [Copy Code](#)

```
Public Property IfModifiedSinceTime As Nullable
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#)[System::Nullable<DateTimeOffset>](#)[System.Nullable<DateTimeOffset>](#)

A DateTimeOffset value specified in UTC, or `null` if no condition exists.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.IfNoneMatchETag

C#C++F#VB

PropertyAccessCondition::IfNoneMatchETag

PropertyAccessCondition.IfNoneMatchETag

PropertyAccessCondition.IfNoneMatchETag Property

[See Also](#)

Gets or sets an ETag value for a condition specifying that the given ETag must not match the ETag of the specified resource.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string IfNoneMatchETag { get; set; }
```

C++

 Copy Co

```
public:  
property String^ IfNoneMatchETag {  
    String^ get();  
    void set(String^ value);  
}
```

F#

 Copy Co

```
member IfNoneMatchETag : string with get, set
```

VB

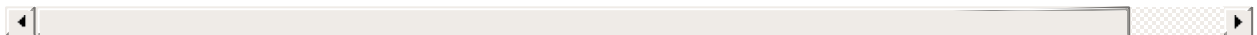
 Copy Co

```
Public Property IfNoneMatchETag As String
```

Property Value

Type: [System.StringSystem::String](#)[^][System.StringSystem.String](#)

A string containing an ETag value, or "*" to match any ETag. If null, no condition exists.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.IfNotModifiedSinceTime

C#C++F#VB

PropertyAccessCondition::IfNotModifiedSinceTime

PropertyAccessCondition.IfNotModifiedSinceTime

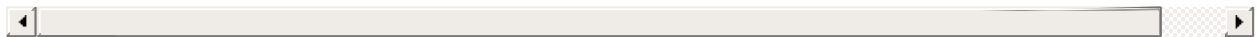
PropertyAccessCondition.IfNotModifiedSinceTime Property

[See Also](#)

Gets or sets a DateTimeOffset value for a condition specifying a time since which a resource has not been modified.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> IfNotModifiedSince
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> IfNotModified  
    Nullable<DateTimeOffset> get();  
    void set(Nullable<DateTimeOffset> value  
}
```

F#

 [Copy Code](#)

```
member IfNotModifiedSinceTime : Nullable<DateTi
```

VB

 [Copy Code](#)

```
Public Property IfNotModifiedSinceTime As Nulla
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#)[System::Nullable<DateTimeOffset>](#)[System.Nullable<DateTimeOffset>](#)

A DateTimeOffset value specified in UTC, or `null` if no condition exists.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.IfSequenceNumberEqual C#C++F#VB
PropertyAccessCondition::IfSequenceNumberEqual
PropertyAccessCondition.IfSequenceNumberEqual
PropertyAccessCondition.IfSequenceNumberEqual Property
[See Also](#)

Gets or sets a value for a condition specifying that the current sequence number must be equal to the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<long> IfSequenceNumberEqual { g
```

C++

 Copy Co

```
public:  
property Nullable<long long> IfSequenceNumberEq  
    Nullable<long long> get();  
    void set(Nullable<long long> value);  
}
```

F#

 Copy Co

```
member IfSequenceNumberEqual : Nullable<int64>
```

VB

 Copy Co

```
Public Property IfSequenceNumberEqual As Nullab
```

Property Value

Type:

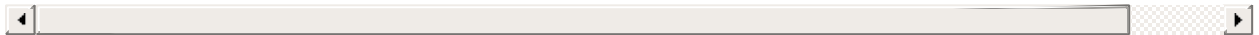
[System.Nullable<Int64>](#)[System::Nullable<Int64>](#)[System.Nullable<Int64>](#);

A sequence number, or `null` if no condition exists.



Remarks

This condition only applies to page blobs.

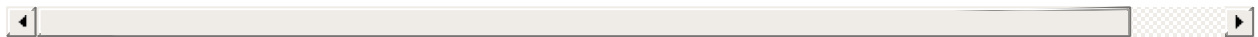


See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.IfSequenceNumberLessThan

C#C++F#VB

PropertyAccessCondition::IfSequenceNumberLessThan

PropertyAccessCondition.IfSequenceNumberLessThan

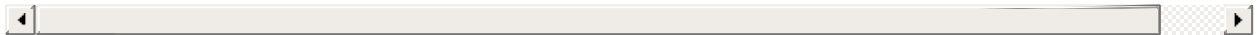
PropertyAccessCondition.IfSequenceNumberLessThan Property

[See Also](#)

Gets or sets a value for a condition specifying that the current sequence number must be less than the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<long> IfSequenceNumberLessThan
```

C++

 [Copy Code](#)

```
public:  
property Nullable<long long> IfSequenceNumberLe  
    Nullable<long long> get();  
    void set(Nullable<long long> value);  
}
```

F#

 [Copy Code](#)

```
member IfSequenceNumberLessThan : Nullable<int64
```

VB

 [Copy Code](#)

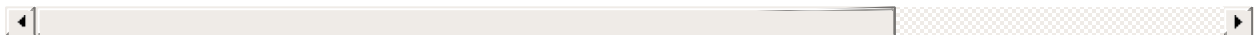
```
Public Property IfSequenceNumberLessThan As Nu1
```

Property Value

Type:

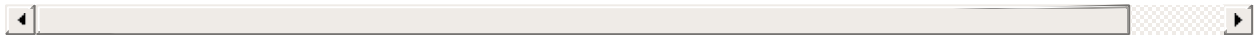
[System.Nullable<Int64>](#)[System::Nullable<Int64>](#)[System.Nullable<Int64>](#);

A sequence number, or `null` if no condition exists.



Remarks

This condition only applies to page blobs.

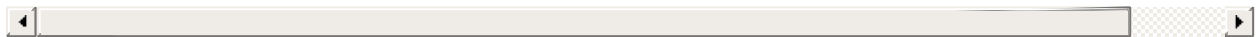


See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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C#C++F#VB

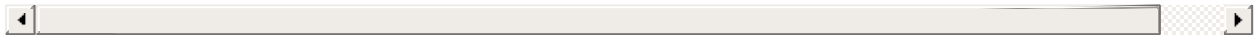
**AccessCondition.IfSequenceNumberLessThanOrEqualTo
PropertyAccessCondition::IfSequenceNumberLessThanOrEqualTo
PropertyAccessCondition.IfSequenceNumberLessThanOrEqualTo
PropertyAccessCondition.IfSequenceNumberLessThanOrEqualTo
Property**

[See Also](#)

Gets or sets a value for a condition specifying that the current sequence number must be less than or equal to the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<long> IfSequenceNumberLessThan0
```

C++

 [Copy Code](#)

```
public:  
property Nullable<long long> IfSequenceNumberLe  
    Nullable<long long> get();  
    void set(Nullable<long long> value);  
}
```

F#

 [Copy Code](#)

```
member IfSequenceNumberLessThanOrEqual : Nullab
```

VB

 [Copy Code](#)

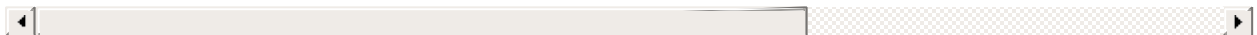
```
Public Property IfSequenceNumberLessThanOrEqual
```

Property Value

Type:

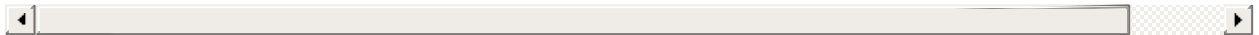
[System.Nullable<Int64>](#)[System::Nullable<Int64>](#)[System.Nullable<Int64>](#);

A sequence number, or `null` if no condition exists.



Remarks

This condition only applies to page blobs.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.LeaseId

C#C++F#VB

PropertyAccessCondition::LeaseId

PropertyAccessCondition.LeaseId

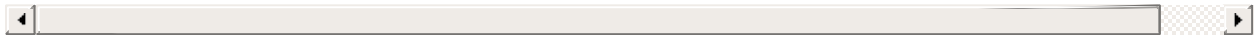
PropertyAccessCondition.LeaseId Property

[See Also](#)

Gets or sets a lease ID that must match the lease on a resource.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public string LeaseId { get; set; }
```

C++

 [Copy Code](#)

```
public:  
property String^ LeaseId {  
    String^ get();  
    void set(String^ value);  
}
```

F#

 [Copy Code](#)

```
member LeaseId : string with get, set
```

VB

 [Copy Code](#)

```
Public Property LeaseId As String
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing a lease ID, or `null` if no condition exists.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**AccessCondition.::GenerateEmptyCondition
Method (())()**

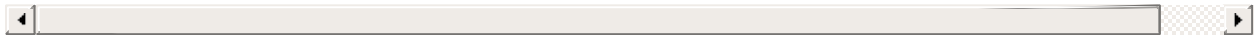
C#C++F#VB

[See Also](#)

Constructs an empty access condition.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public static AccessCondition GenerateEmptyCondition()
```

C++  [Copy Code](#)

```
public:  
static AccessCondition^ GenerateEmptyCondition()
```

F#  [Copy Code](#)

```
static member GenerateEmptyCondition : unit ->
```

VB  [Copy Code](#)

```
Public Shared Function GenerateEmptyCondition As
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.AccessCondition](#)[Microsoft.WindowsAzure.Storage](#)

An empty [AccessCondition](#) object.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

**AccessCondition.::GenerateIfAppendPositionEqualCondition
Method (Int64)(Int64)(Int64)(Int64)**

[See Also](#)

Constructs an access condition such that an operation will be performed only if the end position of the append blob is equal to the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateIfAppendPosition(  
    long appendPosition  
)
```

C++

 Copy Co

```
public:  
static AccessCondition^ GenerateIfAppendPosition(  
    long long appendPosition  
)
```

F#

 Copy Co

```
static member GenerateIfAppendPositionEqualCore(  
    appendPosition:int64 -> AccessCondition
```

VB

 Copy Co

```
Public Shared Function GenerateIfAppendPosition(  
    appendPosition As Long  
) As AccessCondition
```

Parameters

appendPosition

Type: [System.Int64System::Int64System.Int64System.Int64](#)

An integer specifying the offset to compare to the current end position of the blob.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**AccessCondition.::GenerateIfExistsCondition
Method (())()**

C#C++F#VB

[See Also](#)

Constructs an access condition such that an operation will be performed only if the resource exists.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public static AccessCondition GenerateIfExistsC
```

C++

 [Copy](#) [Copy](#)

```
public:  
static AccessCondition^ GenerateIfExistsCondi
```

F#

 [Copy](#) [Copy](#)

```
static member GenerateIfExistsCondition : unit
```

VB

 [Copy](#) [Copy](#)

```
Public Shared Function GenerateIfExistsConditio
```

Return Value

Type:

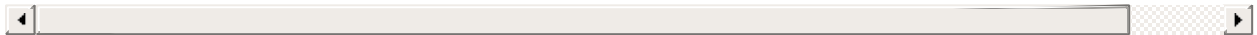
[Microsoft.WindowsAzure.Storage.AccessCondition](#)[Microsoft.WindowsAz](#)

An [AccessCondition](#) object that represents a condition where a resource exists.



Remarks

Setting this access condition modifies the request to include the HTTP *If-Match* conditional header.



See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition.::GenerateIfMatchCondition
Method (String)(String^)(String)(String)

C#C++F#VB

[See Also](#)

Constructs an access condition such that an operation will be performed only if the resource's ETag value matches the specified ETag value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static AccessCondition GenerateIfMatchCondition  
    string etag  
)
```

C++

 [Copy Code](#)

```
public:  
static AccessCondition^ GenerateIfMatchCondition  
    String^ etag  
)
```

F#

 [Copy Code](#)

```
static member GenerateIfMatchCondition :  
    etag:string -> AccessCondition
```

VB

 [Copy Code](#)

```
Public Shared Function GenerateIfMatchCondition  
    etag As String  
) As AccessCondition
```

Parameters

etag

Type: [System.StringSystem::String^System.StringSystem.String](#)

The ETag value to check against the resource's ETag.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

**AccessCondition.::GenerateIfMaxSizeLessThanOrEqualCondi
Method (Int64)(Int64)(Int64)(Int64)**

[See Also](#)

Constructs an access condition such that an operation will be performed only if the size of the append blob after committing the block is less than or equal to the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateIfMaxSizeLessThanOrEqual  
    long maxSize  
)
```

C++

 Copy Co

```
public:  
static AccessCondition^ GenerateIfMaxSizeLessThanOrEqual  
    long long maxSize  
)
```

F#

 Copy Co

```
static member GenerateIfMaxSizeLessThanOrEqual  
    maxSize:int64 -> AccessCondition
```

VB

 Copy Co

```
Public Shared Function GenerateIfMaxSizeLessThanOrEqual  
    maxSize As Long  
) As AccessCondition
```

Parameters

maxSize

Type: [System.Int64System::Int64System.Int64System.Int64](#)

An integer specifying the maximum allowed size of the blob, in bytes when committing a new block.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

AccessCondition.::GenerateIfModifiedSinceCondition Method
(DateTimeOffset)(DateTimeOffset)(DateTimeOffset)
(DateTimeOffset)

[See Also](#)

Constructs an access condition such that an operation will be performed only if the resource has been modified since the specified time.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateIfModifiedSince(
    DateTimeOffset modifiedTime
)
```

C++

 Copy Co

```
public:
static AccessCondition^ GenerateIfModifiedSince(
    DateTimeOffset modifiedTime
)
```

F#

 Copy Co

```
static member GenerateIfModifiedSinceCondition
    modifiedTime:DateTimeOffset -> AccessCondition
```

VB

 Copy Co

```
Public Shared Function GenerateIfModifiedSince(
    modifiedTime As DateTimeOffset
) As AccessCondition
```

Parameters

modifiedTime

Type:

[System.DateTimeOffsetSystem::DateTimeOffsetSystem.DateTimeOffset](#)

A DateTimeOffset value specifying the time since which the resource must have been modified.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



AccessCondition...GenerateIfNoneMatchCondition C#C++F#VB
Method (String)(String^)(String)(String)

[See Also](#)

Constructs an access condition such that an operation will be performed only if the resource's ETag value does not match the specified ETag value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static AccessCondition GenerateIfNoneMatchCorrespondingEtag(
    string etag
)
```

C++

 [Copy Code](#)

```
public:
    static AccessCondition^ GenerateIfNoneMatchCorrespondingEtag(
        String^ etag
    )
```

F#

 [Copy Code](#)

```
static member GenerateIfNoneMatchCondition :
    etag:string -> AccessCondition
```

VB

 [Copy Code](#)

```
Public Shared Function GenerateIfNoneMatchCondition(
    etag As String
) As AccessCondition
```

Parameters

etag

Type: [System.StringSystem::String](#)¹[System.StringSystem.String](#)

The ETag value to check against the resource's ETag, or "*" to require that the resource does not exist.

Remarks

If "*" is specified for the etag parameter, then this condition requires that the resource does not exist.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



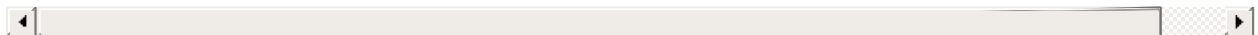
AccessCondition.::GenerateIfNotExistsCondition C#C++F#VB
Method (())()

[See Also](#)

Constructs an access condition such that an operation will be performed only if the resource does not exist.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public static AccessCondition GenerateIfNotExis
```

C++

 [Copy](#) [Copy](#)

```
public:  
static AccessCondition^ GenerateIfNotExistsCond
```

F#

 [Copy](#) [Copy](#)

```
static member GenerateIfNotExistsCondition : un
```

VB

 [Copy](#) [Copy](#)

```
Public Shared Function GenerateIfNotExistsCondi
```

Return Value

Type:

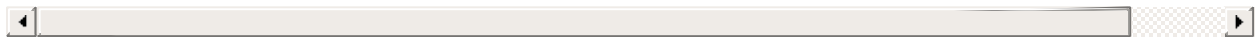
[Microsoft.WindowsAzure.Storage.AccessCondition](#)[Microsoft.WindowsA](#)

An [AccessCondition](#) object that represents a condition where a resource do not exist.



Remarks

Setting this access condition modifies the request to include the HTTP *If-None-Match* conditional header.

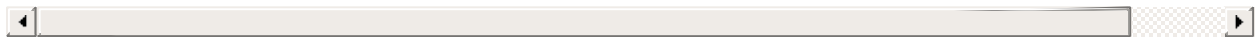


See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

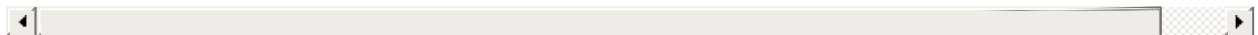
**AccessCondition.::GenerateIfNotModifiedSinceCondition
Method (DateTimeOffset)(DateTimeOffset)(DateTimeOffset)
(DateTimeOffset)**

[See Also](#)

Constructs an access condition such that an operation will be performed only if the resource has not been modified since the specified time.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateIfNotMod  
    DateTimeOffset modifiedTime  
)
```

C++

 Copy Co

```
public:  
static AccessCondition^ GenerateIfNotModifiedS  
    DateTimeOffset modifiedTime  
)
```

F#

 Copy Co

```
static member GenerateIfNotModifiedSinceCondit  
    modifiedTime:DateTimeOffset -> AccessC
```

VB

 Copy Co

```
Public Shared Function GenerateIfNotModifiedSi  
    modifiedTime As DateTimeOffset  
) As AccessCondition
```

Parameters

modifiedTime

Type:

[System.DateTimeOffsetSystem::DateTimeOffsetSystem.DateTimeOf](#)

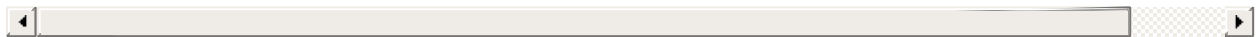
A DateTimeOffset value specifying the time since which the resource must not have been modified.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

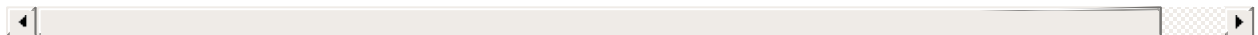
**AccessCondition.::GenerateIfSequenceNumberEqualCondition
Method (Int64)(Int64)(Int64)(Int64)**

[See Also](#)

Constructs an access condition such that an operation will be performed only if resource's current sequence number is equal to the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateIfSequenc  
    long sequenceNumber  
)
```

C++

 Copy Co

```
public:  
static AccessCondition^ GenerateIfSequenceNumb  
    long long sequenceNumber  
)
```

F#

 Copy Co

```
static member GenerateIfSequenceNumberEqualCor  
    sequenceNumber:int64 -> AccessCondition
```

VB

 Copy Co

```
Public Shared Function GenerateIfSequenceNumbe  
    sequenceNumber As Long  
) As AccessCondition
```

Parameters

sequenceNumber

Type: [System.Int64System::Int64System.Int64System.Int64](#)

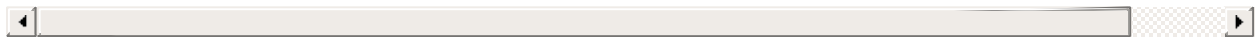
The value to compare to the current sequence number.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

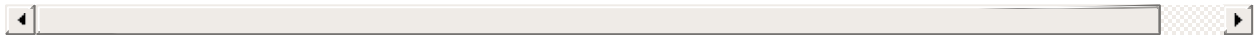
**AccessCondition.::GenerateIfSequenceNumberLessThanCondition
Method (Int64)(Int64)(Int64)(Int64)**

[See Also](#)

Constructs an access condition such that an operation will be performed only if resource's current sequence number is less than the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateIfSequenc  
    long sequenceNumber  
)
```

C++

 Copy Co

```
public:  
static AccessCondition^ GenerateIfSequenceNumb  
    long long sequenceNumber  
)
```

F#

 Copy Co

```
static member GenerateIfSequenceNumberLessThan  
    sequenceNumber:int64 -> AccessCondition
```

VB

 Copy Co

```
Public Shared Function GenerateIfSequenceNumber  
    sequenceNumber As Long  
) As AccessCondition
```

Parameters

sequenceNumber

Type: [System.Int64System::Int64System.Int64System.Int64](#)

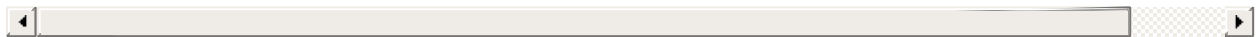
The value to compare to the current sequence number.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

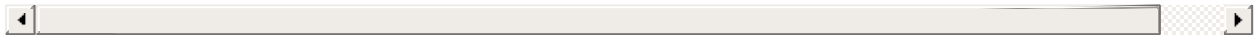
AccessCondition.::GenerateIfSequenceNumberLessThanOrEqualTo
Method (Int64)(Int64)(Int64)(Int64)

[See Also](#)

Constructs an access condition such that an operation will be performed only if resource's current sequence number is less than or equal to the specified value.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateIfSequenc  
    long sequenceNumber  
)
```

C++

 Copy Co

```
public:  
static AccessCondition^ GenerateIfSequenceNumb  
    long long sequenceNumber  
)
```

F#

 Copy Co

```
static member GenerateIfSequenceNumberLessThan  
    sequenceNumber:int64 -> AccessCondition
```

VB

 Copy Co

```
Public Shared Function GenerateIfSequenceNumbe  
    sequenceNumber As Long  
) As AccessCondition
```

Parameters

sequenceNumber

Type: [System.Int64System::Int64System.Int64System.Int64](#)

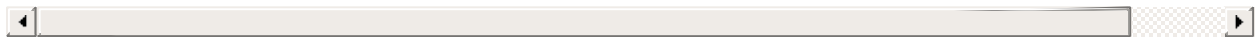
The value to compare to the current sequence number.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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AccessCondition.::GenerateLeaseCondition
Method (String)(String^)(String)(String)

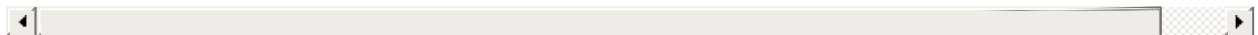
C#C++F#VB

[See Also](#)

Constructs an access condition such that an operation will be performed only if the lease ID on the resource matches the specified lease ID.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static AccessCondition GenerateLeaseCon  
    string leaseId  
)
```

C++

 Copy Co

```
public:  
static AccessCondition^ GenerateLeaseCondition  
    String^ leaseId  
)
```

F#

 Copy Co

```
static member GenerateLeaseCondition :  
    leaseId:string -> AccessCondition
```

VB

 Copy Co

```
Public Shared Function GenerateLeaseCondition  
    leaseId As String  
) As AccessCondition
```

Parameters

leaseId

Type: [System.StringSystem::String](#)[^][System.StringSystem.String](#)

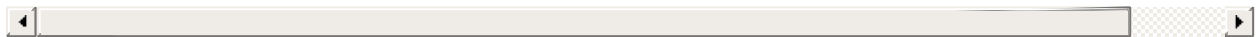
The lease ID to compare to the lease ID of the resource.

See Also

[AccessCondition Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount Constructor

C#C++F#VB

(StorageCredentials, Boolean)

(StorageCredentials[^], Boolean)(StorageCredentials, Boolean)

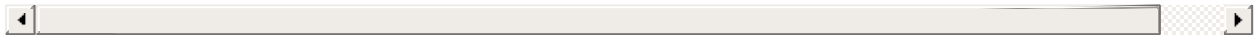
(StorageCredentials, Boolean)

[See Also](#)

Initializes a new instance of the [CloudStorageAccount](#) class using the specified credentials, and specifies whether to use HTTP or HTTPS to connect to the storage services.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudStorageAccount(  
    StorageCredentials storageCredentials,  
    bool useHttps  
)
```

C++

 [Copy Code](#)

```
public:  
CloudStorageAccount(  
    StorageCredentials^ storageCredentials  
    bool useHttps  
)
```

F#

 [Copy Code](#)

```
new :  
    storageCredentials:StorageCredentials  
    useHttps:bool -> CloudStorageAccount
```

VB

 [Copy Code](#)

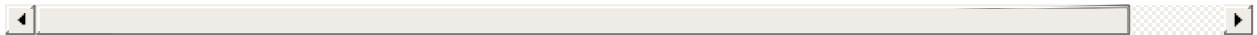
```
Public Sub New (  
    storageCredentials As StorageCredential  
    useHttps As Boolean  
)
```

Parameters

storageCredentials

Remarks

Using HTTPS to connect to the storage services is recommended.



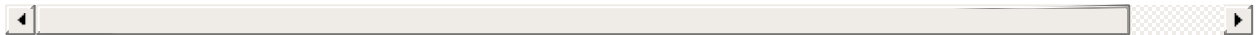
See Also

[CloudStorageAccount Overload](#)

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount Constructor

C#C++F#VB

(StorageCredentials, String, Boolean)

(StorageCredentials^, String^, Boolean)(StorageCredentials,

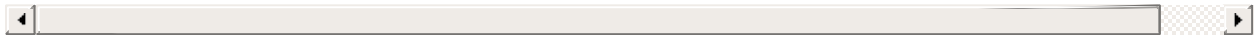
String, Boolean)(StorageCredentials, String, Boolean)

[See Also](#)

Initializes a new instance of the [CloudStorageAccount](#) class using the specified credentials and endpoint suffix, and specifies whether to use HTTP or HTTPS to connect to the storage services.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudStorageAccount(  
    StorageCredentials storageCredentials,  
    string endpointSuffix,  
    bool useHttps  
)
```

C++

 [Copy Code](#)

```
public:  
CloudStorageAccount(  
    StorageCredentials^ storageCredentials  
    String^ endpointSuffix,  
    bool useHttps  
)
```

F#

 [Copy Code](#)

```
new :  
    storageCredentials:StorageCredentials  
    endpointSuffix:string *  
    useHttps:bool -> CloudStorageAccount
```

VB

 [Copy Code](#)

```
Public Sub New (  
    storageCredentials As StorageCredential  
    endpointSuffix As String,  
    useHttps As Boolean  
)
```

Remarks

Using HTTPS to connect to the storage services is recommended.



See Also

[CloudStorageAccount Overload](#)

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount Constructor

C#C++F#VB

(StorageCredentials, String, String, Boolean)

(StorageCredentials[^], String[^], String[^], Boolean)

(StorageCredentials, String, String, Boolean)

(StorageCredentials, String, String, Boolean)

[See Also](#)

Initializes a new instance of the [CloudStorageAccount](#) class using the specified credentials and endpoint suffix, and specifies whether to use HTTP or HTTPS to connect to the storage services.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudStorageAccount(  
    StorageCredentials storageCredentials,  
    string accountName,  
    string endpointSuffix,  
    bool useHttps  
)
```

C++

 [Copy Code](#)

```
public:  
CloudStorageAccount(  
    StorageCredentials^ storageCredentials  
    String^ accountName,  
    String^ endpointSuffix,  
    bool useHttps  
)
```

F#

 [Copy Code](#)

```
new :  
    storageCredentials:StorageCredentials  
    accountName:string *  
    endpointSuffix:string *  
    useHttps:bool -> CloudStorageAccount
```

VB

 [Copy Code](#)

```
Public Sub New (  
    storageCredentials As StorageCredential  
    accountName As String,
```


Remarks

Using HTTPS to connect to the storage services is recommended.



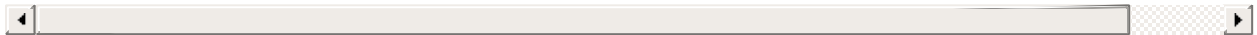
See Also

[CloudStorageAccount Overload](#)

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount Constructor

C#C++F#VB

(StorageCredentials, Uri, Uri, Uri, Uri)

(StorageCredentials^, Uri^, Uri^, Uri^, Uri^)

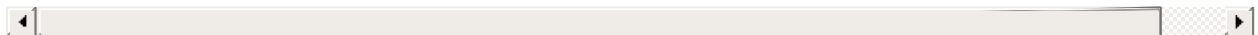
(StorageCredentials, Uri, Uri, Uri, Uri)(StorageCredentials,
Uri, Uri, Uri, Uri)

[See Also](#)

Initializes a new instance of the [CloudStorageAccount](#) class using the specified credentials and service endpoints.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public CloudStorageAccount(  
    StorageCredentials storageCredentials,  
    Uri blobEndpoint,  
    Uri queueEndpoint,  
    Uri tableEndpoint,  
    Uri fileEndpoint  
)
```

C++

 [Copy Code](#)

```
public:  
CloudStorageAccount(  
    StorageCredentials^ storageCredentials  
    Uri^ blobEndpoint,  
    Uri^ queueEndpoint,  
    Uri^ tableEndpoint,  
    Uri^ fileEndpoint  
)
```

F#

 [Copy Code](#)

```
new :  
    storageCredentials:StorageCredentials  
    blobEndpoint:Uri *  
    queueEndpoint:Uri *  
    tableEndpoint:Uri *  
    fileEndpoint:Uri -> CloudStorageAccount
```

VB

 [Copy Code](#)

See Also

[CloudStorageAccount Overload](#)

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.BlobEndpoint

C#C++F#VB

PropertyCloudStorageAccount::BlobEndpoint

PropertyCloudStorageAccount.BlobEndpoint

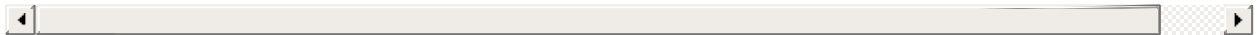
PropertyCloudStorageAccount.BlobEndpoint Property

[See Also](#)

Gets the primary endpoint for the Blob service, as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Uri BlobEndpoint { get; }
```

C++

 Copy Co

```
public:  
property Uri^ BlobEndpoint {  
    Uri^ get();  
}
```

F#

 Copy Co

```
member BlobEndpoint : Uri with get
```

VB

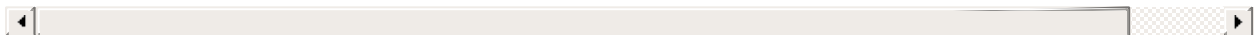
 Copy Co

```
Public ReadOnly Property BlobEndpoint As Uri
```

Property Value

Type: [System.UriSystem::Uri](#)[^][System.UriSystem.Uri](#)

A Uri containing the primary Blob service endpoint.

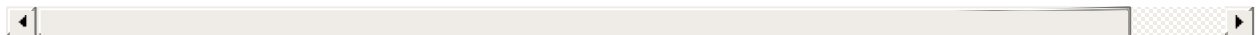


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.BlobStorageUri

C#C++F#VB

PropertyCloudStorageAccount::BlobStorageUri

PropertyCloudStorageAccount.BlobStorageUri

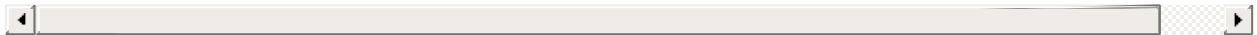
PropertyCloudStorageAccount.BlobStorageUri Property

[See Also](#)

Gets the endpoints for the Blob service at the primary and secondary location as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
public StorageUri BlobStorageUri { get; private
```

C++  Copy Code

```
public:  
property StorageUri^ BlobStorageUri {  
    StorageUri^ get();  
    private: void set(StorageUri^ value);  
}
```

F#  Copy Code

```
member BlobStorageUri : StorageUri with get, pr
```

VB  Copy Code

```
Public Property BlobStorageUri As StorageUri  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)[Microsoft.WindowsAzure.Sto](#)

A [StorageUri](#) containing the Blob service endpoints.

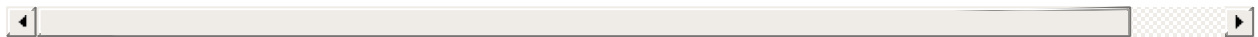


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.Credentials

C#C++F#VB

PropertyCloudStorageAccount::Credentials

PropertyCloudStorageAccount.Credentials

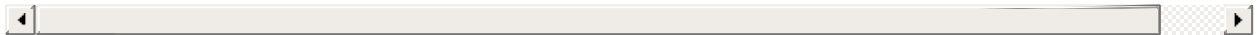
PropertyCloudStorageAccount.Credentials Property

[See Also](#)

Gets the credentials used to create this [CloudStorageAccount](#) object.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageCredentials Credentials { get; pr
```

C++

 [Copy Code](#)

```
public:  
property StorageCredentials^ Credentials {  
    StorageCredentials^ get();  
    private: void set(StorageCredentials^ v  
}
```

F#

 [Copy Code](#)

```
member Credentials : StorageCredentials with ge
```

VB

 [Copy Code](#)

```
Public Property Credentials As StorageCredentialia  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.Auth.StorageCredentials](#)
A [StorageCredentials](#) object.



See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.DevelopmentStorageAccount C#C++F#VB

PropertyCloudStorageAccount::DevelopmentStorageAccount

PropertyCloudStorageAccount.DevelopmentStorageAccount

PropertyCloudStorageAccount.DevelopmentStorageAccount

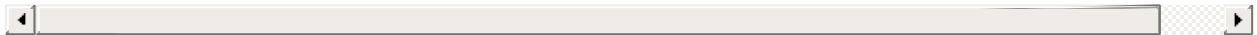
Property

[See Also](#)

Gets a [CloudStorageAccount](#) object that references the well-known development storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)


```
public static CloudStorageAccount DevelopmentStorageAccount
```

C++

 [Copy Code](#)

```
public:  
property CloudStorageAccount^ DevelopmentStorageAccount  
    static CloudStorageAccount^ get();  
}
```

F#

 [Copy Code](#)

```
static member DevelopmentStorageAccount : CloudStorageAccount
```

VB

 [Copy Code](#)

```
Public Shared ReadOnly Property DevelopmentStorageAccount
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.CloudStorageAccount](#)[Microsoft.WindowsAzure.Storage.CloudStorageAccount](#)

A [CloudStorageAccount](#) object representing the development storage account.

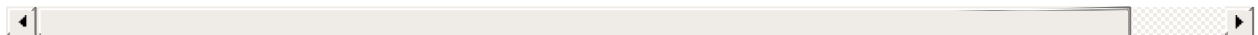


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.FileEndpoint

C#C++F#VB

PropertyCloudStorageAccount::FileEndpoint

PropertyCloudStorageAccount.FileEndpoint

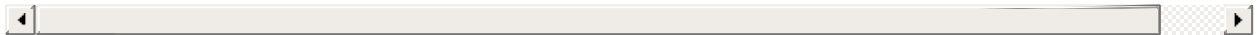
PropertyCloudStorageAccount.FileEndpoint Property

[See Also](#)

Gets the primary endpoint for the File service, as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Uri FileEndpoint { get; }
```

C++

 Copy Co

```
public:  
property Uri^ FileEndpoint {  
    Uri^ get();  
}
```

F#

 Copy Co

```
member FileEndpoint : Uri with get
```

VB

 Copy Co

```
Public ReadOnly Property FileEndpoint As Uri
```

Property Value

Type: [System.UriSystem::Uri](#)^{System.UriSystem.Uri}

A Uri containing the primary File service endpoint.



See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.FileStorageUri

C#C++F#VB

PropertyCloudStorageAccount::FileStorageUri

PropertyCloudStorageAccount.FileStorageUri

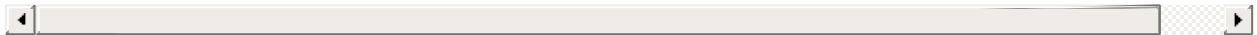
PropertyCloudStorageAccount.FileStorageUri Property

[See Also](#)

Gets the endpoints for the File service at the primary and secondary location, as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
public StorageUri FileStorageUri { get; private
```

C++  Copy Code

```
public:  
property StorageUri^ FileStorageUri {  
    StorageUri^ get();  
    private: void set(StorageUri^ value);  
}
```

F#  Copy Code

```
member FileStorageUri : StorageUri with get, pr
```

VB  Copy Code

```
Public Property FileStorageUri As StorageUri  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)[Microsoft.WindowsAzure.St](#)

A [StorageUri](#) containing the File service endpoints.

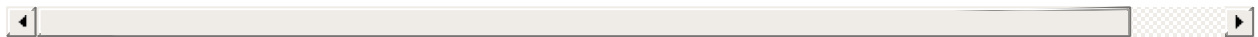


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.QueueEndpoint

C#C++F#VB

PropertyCloudStorageAccount::QueueEndpoint

PropertyCloudStorageAccount.QueueEndpoint

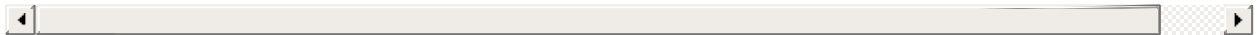
PropertyCloudStorageAccount.QueueEndpoint Property

[See Also](#)

Gets the primary endpoint for the Queue service, as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public Uri QueueEndpoint { get; }
```

C++

 [Copy](#) [Copy](#)

```
public:  
property Uri^ QueueEndpoint {  
    Uri^ get();  
}
```

F#

 [Copy](#) [Copy](#)

```
member QueueEndpoint : Uri with get
```

VB

 [Copy](#) [Copy](#)

```
Public ReadOnly Property QueueEndpoint As Uri
```

Property Value

Type: [System.UriSystem::Uri](#)[^][System.UriSystem.Uri](#)

A Uri containing the primary Queue service endpoint.



See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.QueueStorageUri

C#C++F#VB

PropertyCloudStorageAccount::QueueStorageUri

PropertyCloudStorageAccount.QueueStorageUri

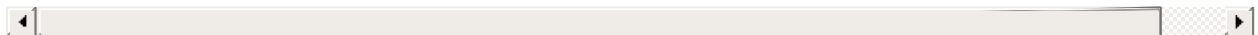
PropertyCloudStorageAccount.QueueStorageUri Property

[See Also](#)

Gets the endpoints for the Queue service at the primary and secondary location, as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageUri QueueStorageUri { get; private
```

C++

 [Copy Code](#)

```
public:  
property StorageUri^ QueueStorageUri {  
    StorageUri^ get();  
    private: void set(StorageUri^ value);  
}
```

F#

 [Copy Code](#)

```
member QueueStorageUri : StorageUri with get, private
```

VB

 [Copy Code](#)

```
Public Property QueueStorageUri As StorageUri  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)
[Microsoft.WindowsAzure.Storage.StorageUri](#)

A [StorageUri](#) containing the Queue service endpoints.

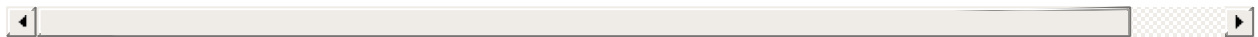


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.TableEndpoint

C#C++F#VB

PropertyCloudStorageAccount::TableEndpoint

PropertyCloudStorageAccount.TableEndpoint

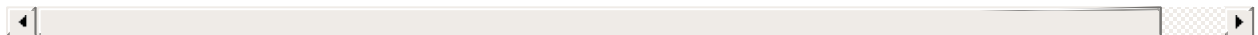
PropertyCloudStorageAccount.TableEndpoint Property

[See Also](#)

Gets the primary endpoint for the Table service, as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Uri TableEndpoint { get; }
```

C++

 Copy Co

```
public:  
property Uri^ TableEndpoint {  
    Uri^ get();  
}
```

F#

 Copy Co

```
member TableEndpoint : Uri with get
```

VB

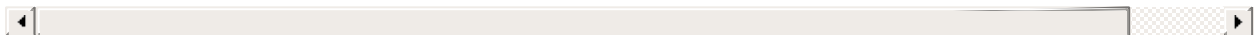
 Copy Co

```
Public ReadOnly Property TableEndpoint As Uri
```

Property Value

Type: [System.UriSystem::Uri](#)[^][System.UriSystem.Uri](#)

A Uri containing the primary Table service endpoint.

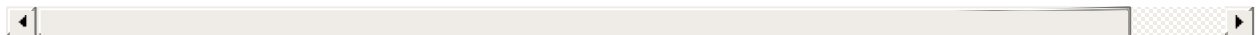


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.TableStorageUri

C#C++F#VB

PropertyCloudStorageAccount::TableStorageUri

PropertyCloudStorageAccount.TableStorageUri

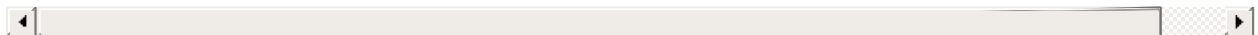
PropertyCloudStorageAccount.TableStorageUri Property

[See Also](#)

Gets the endpoints for the Table service at the primary and secondary location, as configured for the storage account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageUri TableStorageUri { get; private
```

C++

 [Copy Code](#)

```
public:  
property StorageUri^ TableStorageUri {  
    StorageUri^ get();  
    private: void set(StorageUri^ value);  
}
```

F#

 [Copy Code](#)

```
member TableStorageUri : StorageUri with get, p
```

VB

 [Copy Code](#)

```
Public Property TableStorageUri As StorageUri  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageUri](#)[Microsoft.WindowsAzure.St](#)

A [StorageUri](#) containing the Table service endpoints.

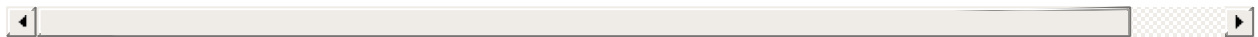


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.UseV1MD5

C#C++F#VB

PropertyCloudStorageAccount::UseV1MD5

PropertyCloudStorageAccount.UseV1MD5

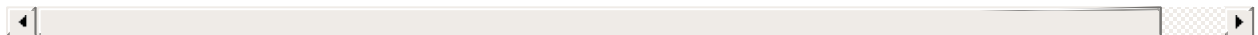
PropertyCloudStorageAccount.UseV1MD5 Property

[See Also](#)

Gets or sets a value indicating whether the FISMA MD5 setting will be used.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static bool UseV1MD5 { get; set; }
```

C++

 Copy Co

```
public:  
property bool UseV1MD5 {  
    static bool get();  
    static void set(bool value);  
}
```

F#

 Copy Co

```
static member UseV1MD5 : bool with get, set
```

VB

 Copy Co

```
Public Shared Property UseV1MD5 As Boolean
```

Property Value

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boolean](#)
false to use the FISMA MD5 setting; **true** to use the .NET default implementation.



See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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CloudStorageAccount.::Create Method

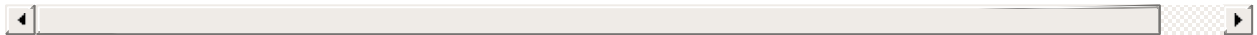
C#C++F#VB

(StorageCredentials, StorageUri, StorageUri,
StorageUri, StorageUri)(StorageCredentials^, StorageUri^,
StorageUri^, StorageUri^, StorageUri^)(StorageCredentials,
StorageUri, StorageUri, StorageUri, StorageUri)
(StorageCredentials, StorageUri, StorageUri, StorageUri,
StorageUri)

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static CloudStorageAccount Create(  
    StorageCredentials storageCredentials,  
    StorageUri blobStorageUri,  
    StorageUri queueStorageUri,  
    StorageUri tableStorageUri,  
    StorageUri fileStorageUri  
)
```

C++

 [Copy Code](#)

```
public:  
static CloudStorageAccount^ Create(  
    StorageCredentials^ storageCredentials  
    StorageUri^ blobStorageUri,  
    StorageUri^ queueStorageUri,  
    StorageUri^ tableStorageUri,  
    StorageUri^ fileStorageUri  
)
```

F#

 [Copy Code](#)

```
static member Create :  
    storageCredentials:StorageCredentials  
    blobStorageUri:StorageUri *  
    queueStorageUri:StorageUri *  
    tableStorageUri:StorageUri *  
    fileStorageUri:StorageUri -> CloudStorageAccount
```

VB

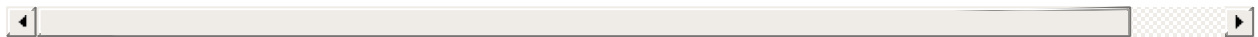
 [Copy Code](#)

See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount...CreateCloudBlobClient Method (())()

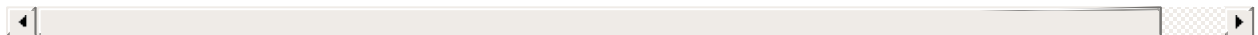
C#C++F#VB

[See Also](#)

Creates the Blob service client.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public CloudBlobClient CreateCloudBlobClient()
```

C++  [Copy Code](#)

```
public:  
CloudBlobClient^ CreateCloudBlobClient()
```

F#  [Copy Code](#)

```
member CreateCloudBlobClient : unit -> CloudBlobClient
```

VB  [Copy Code](#)

```
Public Function CreateCloudBlobClient As CloudBlobClient
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.Blob.CloudBlobClient](#)
A [CloudBlobClient](#) object.



See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount...CreateCloudFileClient Method (())()

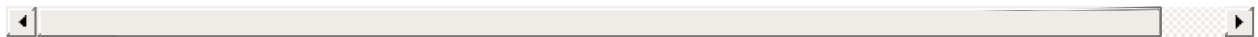
C#C++F#VB

[See Also](#)

Creates the File service client.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public CloudFileClient CreateCloudFileClient()
```

C++  [Copy Code](#)

```
public:  
CloudFileClient^ CreateCloudFileClient()
```

F#  [Copy Code](#)

```
member CreateCloudFileClient : unit -> CloudFileClient
```

VB  [Copy Code](#)

```
Public Function CreateCloudFileClient As CloudFileClient
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.File.CloudFileClient](#)[Microsoft.WindowsAzure.Storage.File.CloudFileClient](#)

A client object that specifies the File service endpoint.

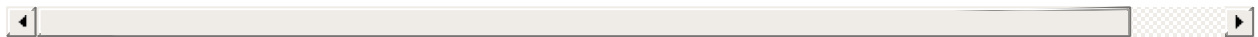


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



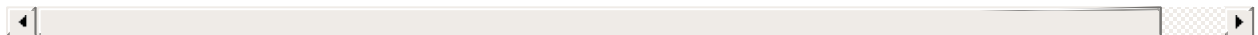
CloudStorageAccount.::CreateCloudQueueClient C#C++F#VB
Method (())()

[See Also](#)

Creates the Queue service client.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public CloudQueueClient CreateCloudQueueClient()
```

C++  [Copy Code](#)

```
public:  
CloudQueueClient^ CreateCloudQueueClient()
```

F#  [Copy Code](#)

```
member CreateCloudQueueClient : unit -> CloudQueueClient
```

VB  [Copy Code](#)

```
Public Function CreateCloudQueueClient As CloudQueueClient
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.Queue.CloudQueueClient](#)
A [CloudQueueClient](#) object.



See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.::CreateCloudTableClient Method (())()

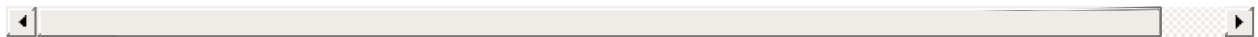
C#C++F#VB

[See Also](#)

Creates the Table service client.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public CloudTableClient CreateCloudTableClient(
```

C++  [Copy Code](#)

```
public:  
CloudTableClient^ CreateCloudTableClient()
```

F#  [Copy Code](#)

```
member CreateCloudTableClient : unit -> CloudTa
```

VB  [Copy Code](#)

```
Public Function CreateCloudTableClient As Cloud
```

Return Value

Type:

[Microsoft.WindowsAzure.Storage.Table.CloudTableClient](#)
A [CloudTableClient](#) object.

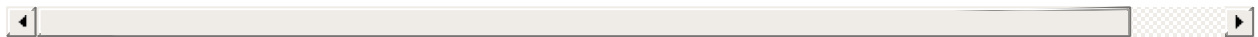


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



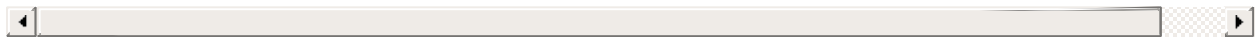
CloudStorageAccount.::.GetSharedAccessSignature C#C++F#VB
Method (SharedAccessAccountPolicy)
(SharedAccessAccountPolicy^)(SharedAccessAccountPolicy)
(SharedAccessAccountPolicy)

[See Also](#)

Returns a shared access signature for the account.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string GetSharedAccessSignature(  
    SharedAccessAccountPolicy policy  
)
```

C++

 Copy Co

```
public:  
String^ GetSharedAccessSignature(  
    SharedAccessAccountPolicy^ policy  
)
```

F#

 Copy Co

```
member GetSharedAccessSignature :  
    policy:SharedAccessAccountPolicy -> st
```

VB

 Copy Co

```
Public Function GetSharedAccessSignature (  
    policy As SharedAccessAccountPolicy  
) As String
```

Parameters

policy

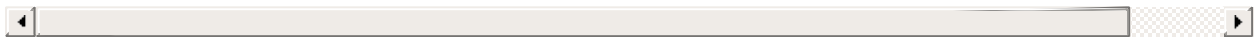
Type:

[Microsoft.WindowsAzure.Storage.SharedAccessAccountPolicyMicro](#)

A [SharedAccessAccountPolicy](#) object specifying the access policy for the shared access signature.

Remarks

The query string returned includes the leading question mark.

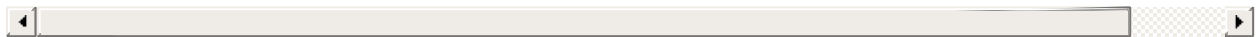


See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**CloudStorageAccount.:.Parse Method (String)
(String^)(String)(String)**

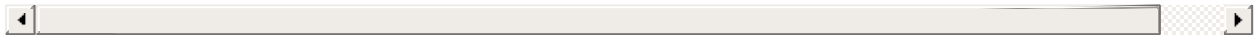
C#C++F#VB

[See Also](#)

Parses a connection string and returns a [CloudStorageAccount](#) created from the connection string.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static CloudStorageAccount Parse(  
    string connectionString  
)
```

C++

 Copy Co

```
public:  
static CloudStorageAccount^ Parse(  
    String^ connectionString  
)
```

F#

 Copy Co

```
static member Parse :  
    connectionString:string -> CloudStorageAccount
```

VB

 Copy Co

```
Public Shared Function Parse (  
    connectionString As String  
) As CloudStorageAccount
```

Parameters

connectionString

Type: [System.StringSystem::String^System.StringSystem.String](#)

A valid connection string.

Exceptions

| Exception | Condition |
|-----------------------|--|
| ArgumentNullException | Thrown if connectionString is null or empty. |
| FormatException | Thrown if connectionString is not a valid connection string. |
| ArgumentException | Thrown if connectionString cannot be parsed. |

See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.:.ToString Method (0000) C#C++F#VB
[See Also](#)

Returns a connection string for this storage account, without sensitive data.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public override string ToString()
```

C++

 Copy Co

```
public:  
virtual String^ ToString() override
```

F#

 Copy Co

```
override ToString : unit -> string
```

VB

 Copy Co

```
Public Overrides Function ToString As String
```

Return Value

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A connection string.



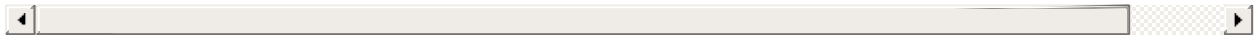
See Also

[ToString_Overload](#)

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



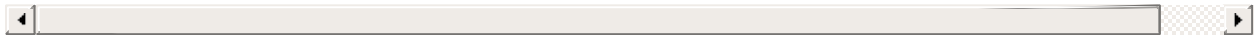
CloudStorageAccount.:.ToString Method (Boolean) C#C++F#VB
(Boolean)(Boolean)(Boolean)

[See Also](#)

Returns a connection string for the storage account, optionally with sensitive data.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string ToString(  
    bool exportSecrets  
)
```

C++

 Copy Co

```
public:  
String^ ToString(  
    bool exportSecrets  
)
```

F#

 Copy Co

```
member ToString :  
    exportSecrets:bool -> string
```

VB

 Copy Co

```
Public Function ToString (  
    exportSecrets As Boolean  
) As String
```

Parameters

exportSecrets

Type: [System.BooleanSystem::BooleanSystem.BooleanSystem.Boole](#)

True to include sensitive data in the string; otherwise, false.

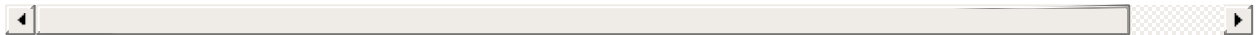
See Also

[ToString_Overload](#)

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



CloudStorageAccount.::TryParse Method (String, CloudStorageAccount)(String^, CloudStorageAccount^%)(String, CloudStorageAccount)(String, CloudStorageAccount)

[See Also](#)

Indicates whether a connection string can be parsed to return a [CloudStorageAccount](#) object.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static bool TryParse(  
    string connectionString,  
    out CloudStorageAccount account  
)
```

C++

 Copy Co

```
public:  
static bool TryParse(  
    String^ connectionString,  
    [OutAttribute] CloudStorageAccount^% a  
)
```

F#

 Copy Co

```
static member TryParse :  
    connectionString:string *  
    account:CloudStorageAccount byref -> b
```

VB

 Copy Co

```
Public Shared Function TryParse (  
    connectionString As String,  
    <OutAttribute> ByRef account As CloudS  
) As Boolean
```

Parameters

connectionString

See Also

[CloudStorageAccount Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



ExceptionInfo Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [ExceptionInfo](#) class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public ExceptionInfo()
```

C++

 [Copy](#) [Copy](#)

```
public:  
ExceptionInfo()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> ExceptionInfo
```

VB

 [Copy](#) [Copy](#)

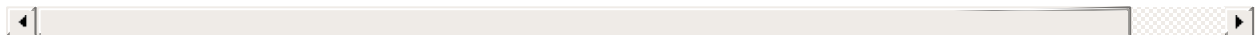
```
Public Sub New
```

See Also

[ExceptionInfo Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



ExceptionInfo.InnerExceptionInfo

C#C++F#VB

PropertyExceptionInfo::InnerExceptionInfo

PropertyExceptionInfo.InnerExceptionInfo

PropertyExceptionInfo.InnerExceptionInfo Property

[See Also](#)

Gets the [ExceptionInfo](#) instance that caused the current exception.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  Copy Code

```
public ExceptionInfo InnerExceptionInfo { get;
```

C++  Copy Code

```
public:  
property ExceptionInfo^ InnerExceptionInfo {  
    ExceptionInfo^ get();  
    internal: void set(ExceptionInfo^ value  
}
```

F#  Copy Code

```
member InnerExceptionInfo : ExceptionInfo with
```

VB  Copy Code

```
Public Property InnerExceptionInfo As ExceptionInfo  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.ExceptionInfo](#)[Microsoft.WindowsAzure](#)

An instance of [ExceptionInfo](#) that describes the error that caused the current exception.



See Also

[ExceptionInfo Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



ExceptionInfo.Message

C#C++F#VB

PropertyExceptionInfo::Message

PropertyExceptionInfo.Message **PropertyExceptionInfo.Message**

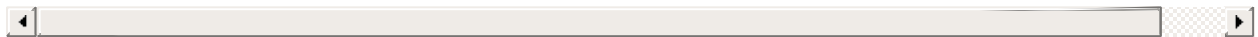
Property

[See Also](#)

Gets a message that describes the current exception.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string Message { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ Message {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member Message : string with get, internal set
```

VB

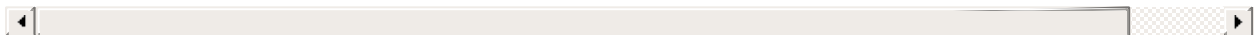
 Copy Co

```
Public Property Message As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The error message that explains the reason for the exception, or an empty string("").

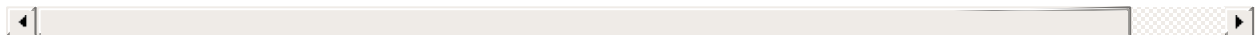


See Also

[ExceptionInfo Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



ExceptionInfo.Source

C#C++F#VB

PropertyExceptionInfo::Source

PropertyExceptionInfo.Source **PropertyExceptionInfo.Source**

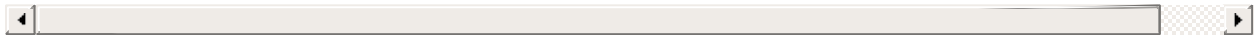
Property

[See Also](#)

Gets the name of the operation that causes the error.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string Source { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ Source {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member Source : string with get, internal set
```

VB

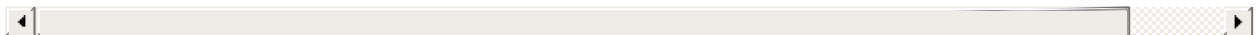
 Copy Co

```
Public Property Source As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The name of the operation that causes the error.



See Also

[ExceptionInfo Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



ExceptionInfo.StackTrace

C#C++F#VB

PropertyExceptionInfo::StackTrace

PropertyExceptionInfo.StackTrace

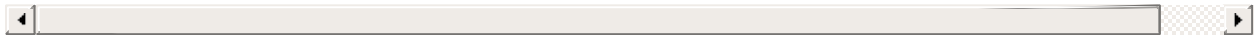
PropertyExceptionInfo.StackTrace Property

[See Also](#)

Gets a string representation of the frames on the call stack at the time the current exception was thrown.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public string StackTrace { get; internal set; }
```

C++

 [Copy Code](#)

```
public:  
property String^ StackTrace {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 [Copy Code](#)

```
member StackTrace : string with get, internal set
```

VB

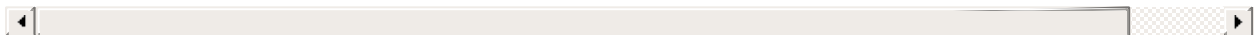
 [Copy Code](#)

```
Public Property StackTrace As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The frames on the call stack at the time the current exception was thrown.

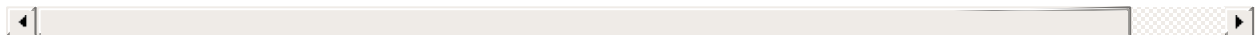


See Also

[ExceptionInfo Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)

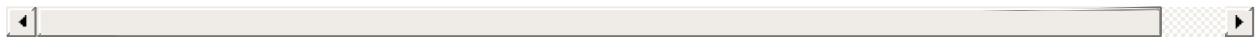


ExceptionInfo.Type Property**ExceptionInfo::Type** C#C++F#VB
PropertyExceptionInfo.Type
PropertyExceptionInfo.Type Property
[See Also](#)

Gets the type of the exception.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string Type { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ Type {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member Type : string with get, internal set
```

VB

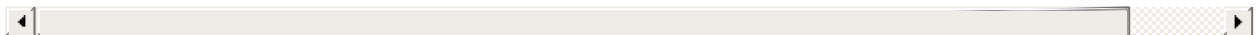
 Copy Co

```
Public Property Type As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The type of the exception.



See Also

[ExceptionInfo Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



NameValidator.::..ValidateBlobName Method
(String)(String^)(String)(String)

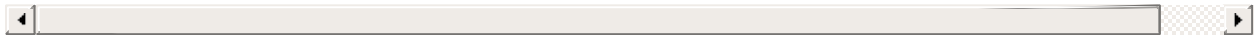
C#C++F#VB

[See Also](#)

Checks if a blob name is valid.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static void ValidateBlobName(  
    string blobName  
)
```

C++

 Copy Co


```
public:  
static void ValidateBlobName(  
    String^ blobName  
)
```

F#

 Copy Co

```
static member ValidateBlobName :  
    blobName:string -> unit
```

VB

 Copy Co

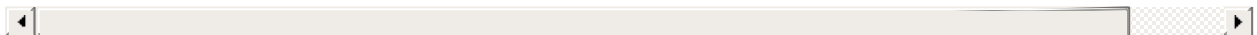
```
Public Shared Sub ValidateBlobName (  
    blobName As String  
)
```

Parameters

blobName

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string representing the blob name to validate.

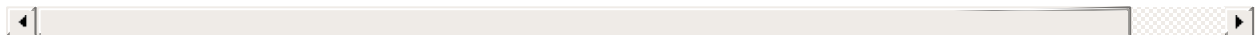


See Also

[NameValidator Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



NameValidator.::ValidateContainerName Method C#C++F#VB
(String)(String^)(String)(String)

[See Also](#)

Checks if a container name is valid.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static void ValidateContainerName(  
    string containerName  
)
```

C++

 Copy Co

```
public:  
static void ValidateContainerName(  
    String^ containerName  
)
```

F#

 Copy Co

```
static member ValidateContainerName :  
    containerName:string -> unit
```

VB

 Copy Co

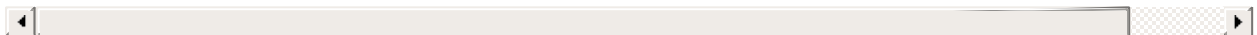
```
Public Shared Sub ValidateContainerName (  
    containerName As String  
)
```

Parameters

containerName

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string representing the container name to validate.



See Also

[NameValidator Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



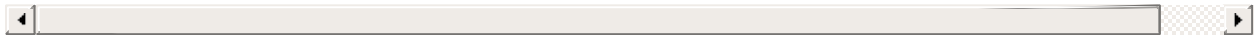
NameValidator.::ValidateDirectoryName Method C#C++F#VB
(String)(String^)(String)(String)

[See Also](#)

Checks if a directory name is valid.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static void ValidateDirectoryName(  
    string directoryName  
)
```

C++

 Copy Co


```
public:  
static void ValidateDirectoryName(  
    String^ directoryName  
)
```

F#

 Copy Co

```
static member ValidateDirectoryName :  
    directoryName:string -> unit
```

VB

 Copy Co

```
Public Shared Sub ValidateDirectoryName (  
    directoryName As String  
)
```

Parameters

directoryName

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string representing the directory name to validate.

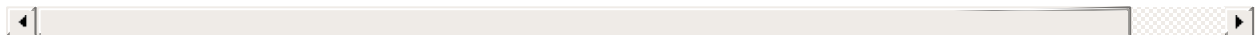


See Also

[NameValidator Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



NameValidator.::..ValidateFileName Method
(String)(String^)(String)(String)

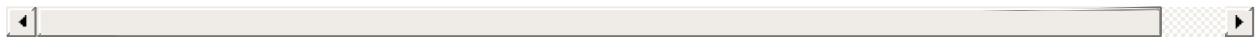
C#C++F#VB

[See Also](#)

Checks if a file name is valid.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static void ValidateFileName(  
    string fileName  
)
```

C++

 Copy Co

```
public:  
static void ValidateFileName(  
    String^ fileName  
)
```

F#

 Copy Co

```
static member ValidateFileName :  
    fileName:string -> unit
```

VB

 Copy Co

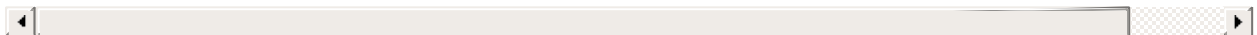
```
Public Shared Sub ValidateFileName (  
    fileName As String  
)
```

Parameters

fileName

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string representing the file name to validate.



See Also

[NameValidator Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



NameValidator.::..ValidateQueueName Method
(String)(String^)(String)(String)

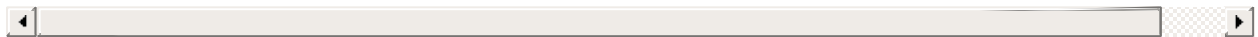
C#C++F#VB

[See Also](#)

Checks if a queue name is valid.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static void ValidateQueueName(  
    string queueName  
)
```

C++

 Copy Co


```
public:  
static void ValidateQueueName(  
    String^ queueName  
)
```

F#

 Copy Co

```
static member ValidateQueueName :  
    queueName:string -> unit
```

VB

 Copy Co

```
Public Shared Sub ValidateQueueName (  
    queueName As String  
)
```

Parameters

queueName

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string representing the queue name to validate.

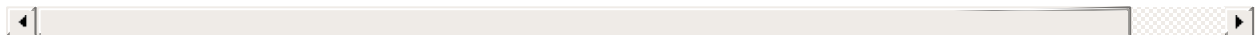


See Also

[NameValidator Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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NameValidator.::..ValidateShareName Method
(String)(String^)(String)(String)

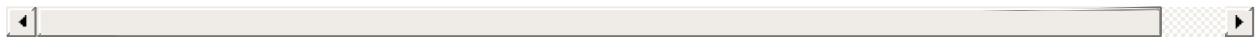
C#C++F#VB

[See Also](#)

Checks if a share name is valid.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static void ValidateShareName(  
    string shareName  
)
```

C++

 Copy Co

```
public:  
static void ValidateShareName(  
    String^ shareName  
)
```

F#

 Copy Co

```
static member ValidateShareName :  
    shareName:string -> unit
```

VB

 Copy Co

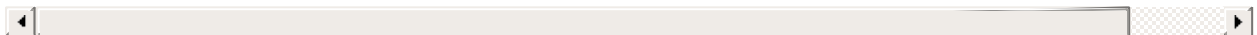
```
Public Shared Sub ValidateShareName (  
    shareName As String  
)
```

Parameters

shareName

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string representing the share name to validate.



See Also

[NameValidator Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



NameValidator.::..ValidateTableName Method
(String)(String^)(String)(String)

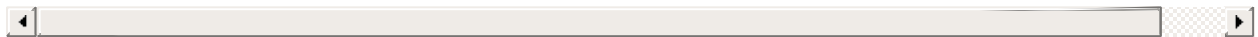
C#C++F#VB

[See Also](#)

Checks if a table name is valid.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static void ValidateTableName(  
    string tableName  
)
```

C++

 Copy Co

```
public:  
static void ValidateTableName(  
    String^ tableName  
)
```

F#

 Copy Co

```
static member ValidateTableName :  
    tableName:string -> unit
```

VB

 Copy Co

```
Public Shared Sub ValidateTableName (  
    tableName As String  
)
```

Parameters

tableName

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

A string representing the table name to validate.

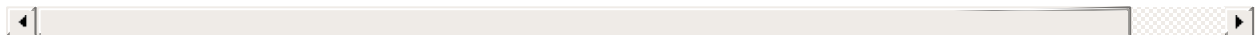


See Also

[NameValidator Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



**RequestEventArgs Constructor (RequestResult)
(RequestResult^)(RequestResult)(RequestResult)**

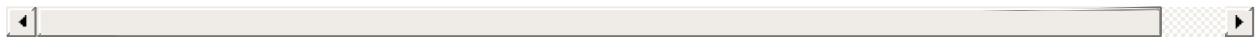
C#C++F#VB

[See Also](#)

Initializes a new instance of the [RequestEventArgs](#) class by using the specified [RequestResult](#) parameter.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public RequestEventArgs(  
    RequestResult res  
)
```

C++

 Copy Co

```
public:  
RequestEventArgs(  
    RequestResult^ res  
)
```

F#

 Copy Co

```
new :  
    res:RequestResult -> RequestEventArgs
```

VB

 Copy Co

```
Public Sub New (  
    res As RequestResult  
)
```

Parameters

res

Type:

[Microsoft.WindowsAzure.Storage.RequestResult](#)[Microsoft.Windows](#)

The [RequestResult](#) object.

See Also

[RequestEventArgs Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestEventArgs.RequestInformation

C#C++F#VB

PropertyRequestEventArgs::RequestInformation

PropertyRequestEventArgs.RequestInformation

PropertyRequestEventArgs.RequestInformation Property

[See Also](#)

Gets the request information associated with this event.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public RequestResult RequestInformation { get;
```

C++

 Copy Co

```
public:  
property RequestResult^ RequestInformation {  
    RequestResult^ get();  
    internal: void set(RequestResult^ value  
}
```

F#

 Copy Co

```
member RequestInformation : RequestResult with
```

VB

 Copy Co

```
Public Property RequestInformation As RequestRe  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RequestResult](#)[Microsoft.WindowsAzure](#)

The request information associated with this event.



See Also

[RequestEventArgs Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestEventArgs.RequestUri

C#C++F#VB

PropertyRequestEventArgs::RequestUri

PropertyRequestEventArgs.RequestUri

PropertyRequestEventArgs.RequestUri Property

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Uri RequestUri { get; internal set; }
```

C++

 [Copy Code](#)

```
public:  
property Uri^ RequestUri {  
    Uri^ get();  
    internal: void set(Uri^ value);  
}
```

F#

 [Copy Code](#)

```
member RequestUri : Uri with get, internal set
```

VB

 [Copy Code](#)

```
Public Property RequestUri As Uri  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.UriSystem::Uri](#)[^][System.UriSystem.Uri](#)

See Also

[RequestEventArgs Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



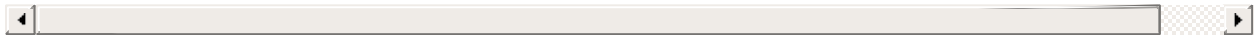
RequestResult Constructor (0000)

C#C++F#VB

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public RequestResult()
```

C++

 [Copy](#) [Copy](#)

```
public:  
RequestResult()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> RequestResult
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.ContentMd5

C#C++F#VB

PropertyRequestResult::ContentMd5

PropertyRequestResult.ContentMd5

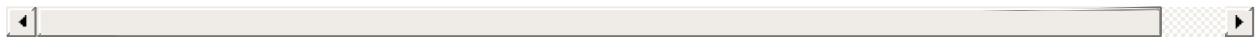
PropertyRequestResult.ContentMd5 Property

[See Also](#)

Gets the content-MD5 value for the request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string ContentMd5 { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ ContentMd5 {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member ContentMd5 : string with get, internal s
```

VB

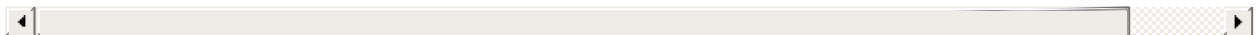
 Copy Co

```
Public Property ContentMd5 As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The content-MD5 value for the request.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.EndTime

C#C++F#VB

PropertyRequestResult::EndTime

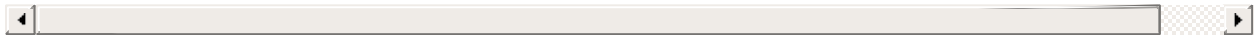
PropertyRequestResult.EndTime

PropertyRequestResult.EndTime Property

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public DateTimeOffset EndTime { get; internal s
```

C++

 Copy Co

```
public:  
property DateTimeOffset EndTime {  
    DateTimeOffset get();  
    internal: void set(DateTimeOffset value  
}
```

F#

 Copy Co

```
member EndTime : DateTimeOffset with get, inter
```

VB

 Copy Co

```
Public Property EndTime As DateTimeOffset  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[System.DateTimeOffsetSystem::DateTimeOffsetSystem.DateTimeOffsetSy](#)



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.Etag PropertyRequestResult::Etag C#C++F#VB
PropertyRequestResult.Etag
PropertyRequestResult.Etag Property
[See Also](#)

Gets the ETag value of the request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string Etag { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ Etag {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member Etag : string with get, internal set
```

VB

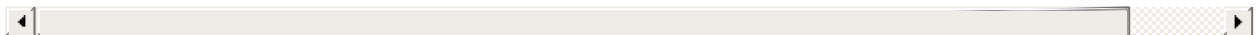
 Copy Co

```
Public Property Etag As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The ETag value of the request.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.Exception

C#C++F#VB

PropertyRequestResult::Exception

PropertyRequestResult.Exception

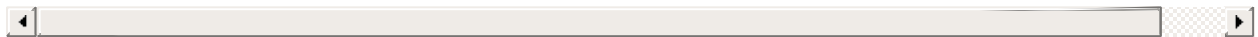
PropertyRequestResult.Exception Property

[See Also](#)

Gets or sets the exception.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Co](#)

```
public Exception Exception { get; set; }
```

C++

 [Copy Co](#)

```
public:  
property Exception^ Exception {  
    Exception^ get();  
    void set(Exception^ value);  
}
```

F#

 [Copy Co](#)

```
member Exception : Exception with get, set
```

VB

 [Copy Co](#)

```
Public Property Exception As Exception
```

Property Value

Type:

[System.ExceptionSystem::Exception](#)^[System.ExceptionSystem.Exception](#)

An Exception object.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.ExceptionInfo

C#C++F#VB

PropertyRequestResult::ExceptionInfo

PropertyRequestResult.ExceptionInfo

PropertyRequestResult.ExceptionInfo Property

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public ExceptionInfo ExceptionInfo { get; inter
```

C++

 Copy Co

```
public:  
property ExceptionInfo^ ExceptionInfo {  
    ExceptionInfo^ get();  
    internal: void set(ExceptionInfo^ value  
}
```

F#

 Copy Co

```
member ExceptionInfo : ExceptionInfo with get,
```

VB

 Copy Co

```
Public Property ExceptionInfo As ExceptionInfo  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.ExceptionInfoMicrosoft.WindowsAzure](#)



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.ExtendedErrorInformation C#C++F#VB

PropertyRequestResult::ExtendedErrorInformation

PropertyRequestResult.ExtendedErrorInformation

PropertyRequestResult.ExtendedErrorInformation **Property**

[See Also](#)

Gets the extended error information.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public StorageExtendedErrorInformation Extended
```

C++  [Copy Code](#)

```
public:  
property StorageExtendedErrorInformation^ Exten  
    StorageExtendedErrorInformation^ get();  
    internal: void set(StorageExtendedError  
}  

```

F#  [Copy Code](#)

```
member ExtendedErrorInformation : StorageExtend
```

VB  [Copy Code](#)

```
Public Property ExtendedErrorInformation As Sto  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageExtendedErrorInformationMicro](#)
A [StorageExtendedErrorInformation](#) object.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.HttpStatusCode

C#C++F#VB

PropertyRequestResult::HttpStatusCode

PropertyRequestResult.HttpStatusCode

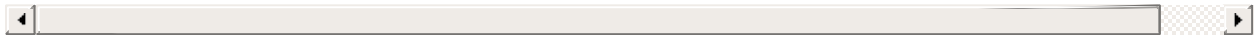
PropertyRequestResult.HttpStatusCode Property

[See Also](#)

Gets or sets the HTTP status code for the request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public int HttpStatusCode { get; set; }
```

C++

 Copy Co

```
public:  
property int HttpStatusCode {  
    int get();  
    void set(int value);  
}
```

F#

 Copy Co

```
member HttpStatusCode : int with get, set
```

VB

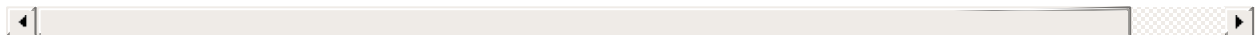
 Copy Co

```
Public Property HttpStatusCode As Integer
```

Property Value

Type: [System.Int32System::Int32System.Int32System.Int32](#)

The HTTP status code for the request.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



RequestResult.HttpStatusCode

C#C++F#VB

PropertyRequestResult::HttpStatusCode

PropertyRequestResult.HttpStatusCode

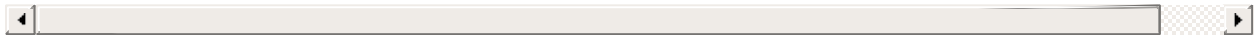
PropertyRequestResult.HttpStatusCode Property

[See Also](#)

Gets the HTTP status message for the request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string HttpStatusMessage { get; internal
```

C++

 Copy Co

```
public:  
property String^ HttpStatusMessage {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member HttpStatusMessage : string with get, int
```

VB

 Copy Co

```
Public Property HttpStatusMessage As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The HTTP status message for the request.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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RequestResult.RequestDate

C#C++F#VB

PropertyRequestResult::RequestDate

PropertyRequestResult.RequestDate

PropertyRequestResult.RequestDate Property

[See Also](#)

Gets the request date.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string RequestDate { get; internal set;
```

C++

 Copy Co

```
public:  
property String^ RequestDate {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member RequestDate : string with get, internal
```

VB

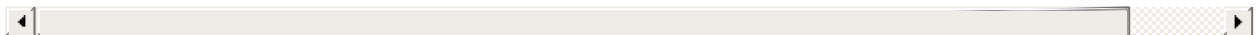
 Copy Co

```
Public Property RequestDate As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The request date.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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RequestResult.ServiceRequestID

C#C++F#VB

PropertyRequestResult::ServiceRequestID

PropertyRequestResult.ServiceRequestID

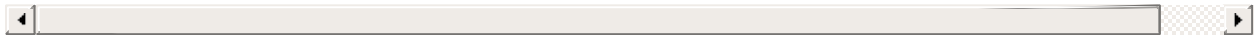
PropertyRequestResult.ServiceRequestID Property

[See Also](#)

Gets the service request ID for this request.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string ServiceRequestID { get; internal
```

C++

 Copy Co

```
public:  
property String^ ServiceRequestID {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member ServiceRequestID : string with get, inte
```

VB

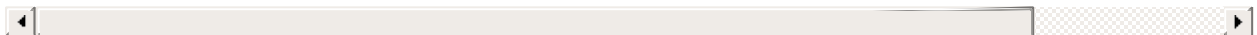
 Copy Co

```
Public Property ServiceRequestID As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

The service request ID for this request.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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RequestResult.StartTime

C#C++F#VB

PropertyRequestResult::StartTime

PropertyRequestResult.StartTime

PropertyRequestResult.StartTime Property

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public DateTimeOffset StartTime { get; internal
```

C++

 Copy Co

```
public:  
property DateTimeOffset StartTime {  
    DateTimeOffset get();  
    internal: void set(DateTimeOffset value  
}
```

F#

 Copy Co

```
member StartTime : DateTimeOffset with get, int
```

VB

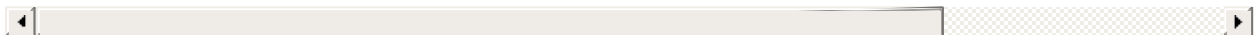
 Copy Co

```
Public Property StartTime As DateTimeOffset  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[System.DateTimeOffsetSystem::DateTimeOffsetSystem.DateTimeOffsetSy](#)



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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RequestResult.TargetLocation

C#C++F#VB

PropertyRequestResult::TargetLocation

PropertyRequestResult.TargetLocation

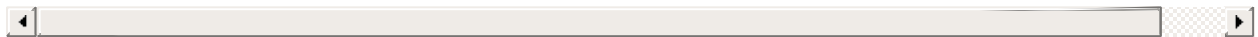
PropertyRequestResult.TargetLocation Property

[See Also](#)

Gets the location to which the request was sent.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageLocation TargetLocation { get; in
```

C++

 Copy Co

```
public:  
property StorageLocation TargetLocation {  
    StorageLocation get();  
    internal: void set(StorageLocation valu  
}
```

F#

 Copy Co

```
member TargetLocation : StorageLocation with ge
```

VB

 Copy Co

```
Public Property TargetLocation As StorageLocati  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.StorageLocation](#)[Microsoft.WindowsAzu](#)

A [StorageLocation](#) enumeration value.



See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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RequestResult.::TranslateFromExceptionMessage C#C++F#VB
Method (String)(String^)(String)(String)

[See Also](#)

Translates the specified message into a [RequestResult](#) object.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static RequestResult TranslateFromException  
    string message  
)
```

C++

 Copy Co

```
public:  
static RequestResult^ TranslateFromExceptionMe  
    String^ message  
)
```

F#

 Copy Co

```
static member TranslateFromExceptionMessage :  
    message:string -> RequestResult
```

VB

 Copy Co

```
Public Shared Function TranslateFromExceptionM  
    message As String  
) As RequestResult
```

Parameters

message

Type: [System.StringSystem::String^System.StringSystem.String](#)

The message to translate.

See Also

[RequestResult Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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SharedAccessAccountPolicy Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the SharedAccessAccountPolicy class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public SharedAccessAccountPolicy()
```

C++

 [Copy](#) [Copy](#)

```
public:  
SharedAccessAccountPolicy()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> SharedAccessAccountPolicy
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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SharedAccessAccountPolicy.IPAddressOrRange C#C++F#VB

PropertySharedAccessAccountPolicy::IPAddressOrRange

PropertySharedAccessAccountPolicy.IPAddressOrRange

PropertySharedAccessAccountPolicy.IPAddressOrRange

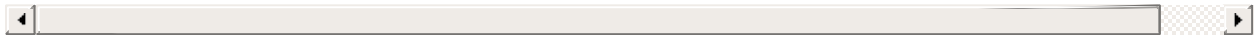
Property

[See Also](#)

Gets or sets the allowed IP address or IP address range for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public IPAddressOrRange IPAddressOrRange { get;
```

C++

 Copy Co

```
public:  
property IPAddressOrRange^ IPAddressOrRange {  
    IPAddressOrRange^ get();  
    void set(IPAddressOrRange^ value);  
}
```

F#

 Copy Co

```
member IPAddressOrRange : IPAddressOrRange with
```

VB

 Copy Co

```
Public Property IPAddressOrRange As IPAddressOr
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.IPAddressOrRange](#)[Microsoft.WindowsA](#)



See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



SharedAccessAccountPolicy.Permissions

C#C++F#VB

PropertySharedAccessAccountPolicy::Permissions

PropertySharedAccessAccountPolicy.Permissions

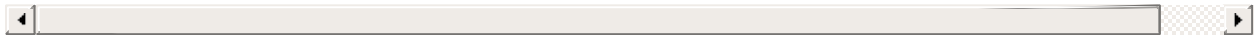
PropertySharedAccessAccountPolicy.Permissions Property

[See Also](#)

Gets or sets the permissions for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public SharedAccessAccountPermissions Permissions
```

C++

 Copy Co

```
public:  
property SharedAccessAccountPermissions Permissions  
    SharedAccessAccountPermissions get();  
    void set(SharedAccessAccountPermissions  
}
```

F#

 Copy Co

```
member Permissions : SharedAccessAccountPermissions
```

VB

 Copy Co

```
Public Property Permissions As SharedAccessAcco
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.SharedAccessAccountPermissions](#)
A [SharedAccessAccountPermissions](#) object.



See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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SharedAccessAccountPolicy.Protocols

C#C++F#VB

PropertySharedAccessAccountPolicy::Protocols

PropertySharedAccessAccountPolicy.Protocols

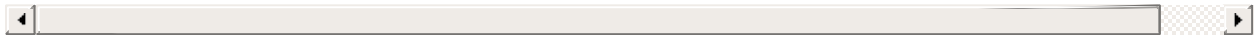
PropertySharedAccessAccountPolicy.Protocols Property

[See Also](#)

Gets or sets the allowed protocols for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<SharedAccessProtocol> Protocols
```

C++

 [Copy Code](#)

```
public:  
property Nullable<SharedAccessProtocol> Protocols  
    Nullable<SharedAccessProtocol> get();  
    void set(Nullable<SharedAccessProtocol> value)  
}
```

F#

 [Copy Code](#)

```
member Protocols : Nullable<SharedAccessProtocol>
```

VB

 [Copy Code](#)

```
Public Property Protocols As Nullable(Of SharedAccessProtocol)
```

Property Value

Type:

[System.Nullable<SharedAccessProtocol>](#) [System::Nullable<SharedAccessProtocol>](#)



See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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SharedAccessAccountPolicy.ResourceTypes

C#C++F#VB

PropertySharedAccessAccountPolicy::ResourceTypes

PropertySharedAccessAccountPolicy.ResourceTypes

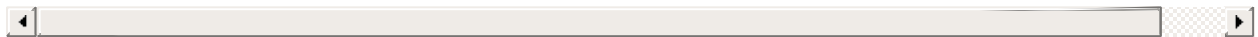
PropertySharedAccessAccountPolicy.ResourceTypes Property

[See Also](#)

Gets or sets the resource type for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public SharedAccessAccountResourceTypes ResourceTypes { get; set; }
```

C++

 [Copy Code](#)

```
public:  
property SharedAccessAccountResourceTypes ResourceTypes  
    SharedAccessAccountResourceTypes get();  
    void set(SharedAccessAccountResourceTypes value);  
}
```

F#

 [Copy Code](#)

```
member ResourceTypes : SharedAccessAccountResourceTypes = SharedAccessAccountResourceTypes.None
```

VB

 [Copy Code](#)

```
Public Property ResourceTypes As SharedAccessAccountResourceTypes
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.SharedAccessAccountResourceTypes](#)

See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



SharedAccessAccountPolicy.Services

C#C++F#VB

PropertySharedAccessAccountPolicy::Services

PropertySharedAccessAccountPolicy.Services

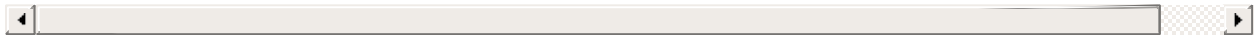
PropertySharedAccessAccountPolicy.Services Property

[See Also](#)

Gets or sets the services (blob, file, queue, table) for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public SharedAccessAccountServices Services { g
```

C++

 Copy Co

```
public:  
property SharedAccessAccountServices Services {  
    SharedAccessAccountServices get();  
    void set(SharedAccessAccountServices va  
}
```

F#

 Copy Co

```
member Services : SharedAccessAccountServices w
```

VB

 Copy Co

```
Public Property Services As SharedAccessAccount
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.SharedAccessAccountServicesMicrosoft](#)



See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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C#C++F#VB

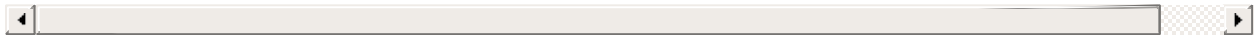
SharedAccessAccountPolicy.SharedAccessExpiryTime
PropertySharedAccessAccountPolicy::SharedAccessExpiryTime
PropertySharedAccessAccountPolicy.SharedAccessExpiryTime
PropertySharedAccessAccountPolicy.SharedAccessExpiryTime
Property

[See Also](#)

Gets or sets the expiry time for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> SharedAccessExp
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> SharedAccessE  
    Nullable<DateTimeOffset> get();  
    void set(Nullable<DateTimeOffset> value  
}
```

F#

 [Copy Code](#)

```
member SharedAccessExpiryTime : Nullable<DateTi
```

VB

 [Copy Code](#)

```
Public Property SharedAccessExpiryTime As Nulla
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#)[System::Nullable<DateTimeOffset>](#)[System.Nullable<DateTimeOffset>](#)

A DateTimeOffset specifying the shared access expiry time.



See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



SharedAccessAccountPolicy.SharedAccessStartTime C#C++F#VB

PropertySharedAccessAccountPolicy::SharedAccessStartTime

PropertySharedAccessAccountPolicy.SharedAccessStartTime

PropertySharedAccessAccountPolicy.SharedAccessStartTime

Property

[See Also](#)

Gets or sets the start time for a shared access signature associated with this shared access policy.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<DateTimeOffset> SharedAccessSta
```

C++

 [Copy Code](#)

```
public:  
property Nullable<DateTimeOffset> SharedAccessS  
    Nullable<DateTimeOffset> get();  
    void set(Nullable<DateTimeOffset> value  
}
```

F#

 [Copy Code](#)

```
member SharedAccessStartTime : Nullable<DateTim
```

VB

 [Copy Code](#)

```
Public Property SharedAccessStartTime As Nullab
```

Property Value

Type:

[System.Nullable<DateTimeOffset>](#)[System::Nullable<DateTimeOffset>](#)[System.Nullable<DateTimeOffset>](#)

A DateTimeOffset specifying the shared access start time.



See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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SharedAccessAccountPolicy.::PermissionsToString C#C++F#VB
Method (SharedAccessAccountPermissions)

(SharedAccessAccountPermissions)

(SharedAccessAccountPermissions)

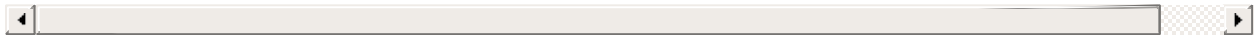
(SharedAccessAccountPermissions)

[See Also](#)

Converts the permissions specified for the shared access policy to a string.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static string PermissionsToString(  
    SharedAccessAccountPermissions permissions  
)
```

C++

 Copy Co

```
public:  
static String^ PermissionsToString(  
    SharedAccessAccountPermissions permissions  
)
```

F#

 Copy Co

```
static member PermissionsToString :  
    permissions:SharedAccessAccountPermissions
```

VB

 Copy Co

```
Public Shared Function PermissionsToString (  
    permissions As SharedAccessAccountPermissions  
) As String
```

Parameters

permissions

Type:

[Microsoft.WindowsAzure.Storage.SharedAccessAccountPermissions](#)

A [SharedAccessAccountPermissions](#) object.

See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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C#C++F#VB

SharedAccessAccountPolicy::ResourceTypesToString Method

(SharedAccessAccountResourceTypes)

(SharedAccessAccountResourceTypes)

(SharedAccessAccountResourceTypes)

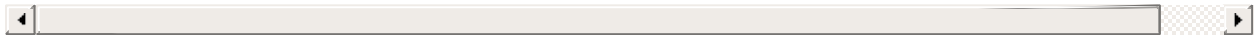
(SharedAccessAccountResourceTypes)

[See Also](#)

Converts the ResourceTypes specified for the shared access policy to a string

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static string ResourceTypesToString(  
    SharedAccessAccountResourceTypes resou  
)
```

C++

 Copy Co

```
public:  
static String^ ResourceTypesToString(  
    SharedAccessAccountResourceTypes resou  
)
```

F#

 Copy Co

```
static member ResourceTypesToString :  
    resourceTypes:SharedAccessAccountResou
```

VB

 Copy Co

```
Public Shared Function ResourceTypesToString (  
    resourceTypes As SharedAccessAccountRe  
) As String
```

Parameters

resourceTypes

Type:

[Microsoft.WindowsAzure.Storage.SharedAccessAccountResourceTy](#)

A [SharedAccessAccountResourceTypes](#) object.

See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



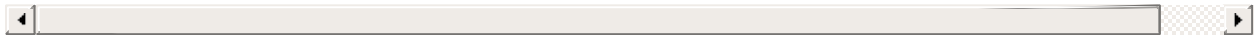
SharedAccessAccountPolicy::...ServicesToString C#C++F#VB
Method (SharedAccessAccountServices)
(SharedAccessAccountServices)(SharedAccessAccountServices)
(SharedAccessAccountServices)

[See Also](#)

Converts the services specified for the shared access policy to a string.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static string ServicesToString(  
    SharedAccessAccountServices services  
)
```

C++

 Copy Co

```
public:  
static String^ ServicesToString(  
    SharedAccessAccountServices services  
)
```

F#

 Copy Co

```
static member ServicesToString :  
    services:SharedAccessAccountServices -> string
```

VB

 Copy Co

```
Public Shared Function ServicesToString (  
    services As SharedAccessAccountService  
) As String
```

Parameters

services

Type:

[Microsoft.WindowsAzure.Storage.SharedAccessAccountServicesMicrosoft.WindowsAzure.Storage](#)

A [SharedAccessAccountServices](#) object.

See Also

[SharedAccessAccountPolicy Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageException Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageException](#) class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public StorageException()
```

C++

 [Copy](#) [Copy](#)

```
public:  
StorageException()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> StorageException
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

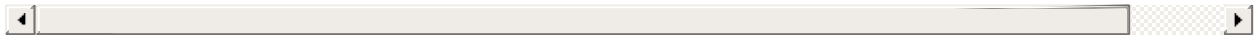
See Also

[StorageException Overload](#)

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageException Constructor (RequestResult, String, Exception)(RequestResult^, String^, Exception^)(RequestResult, String, Exception)(RequestResult, String, Exception)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageException](#) class by using the specified parameters.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageException(  
    RequestResult res,  
    string message,  
    Exception inner  
)
```

C++

 [Copy Code](#)

```
public:  
StorageException(  
    RequestResult^ res,  
    String^ message,  
    Exception^ inner  
)
```

F#

 [Copy Code](#)

```
new :  
    res:RequestResult *  
    message:string *  
    inner:Exception -> StorageException
```

VB

 [Copy Code](#)

```
Public Sub New (  
    res As RequestResult,  
    message As String,  
    inner As Exception  
)
```

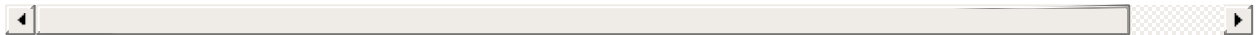
See Also

[StorageException Overload](#)

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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**StorageException Constructor (String)(String^)
(String)(String)**

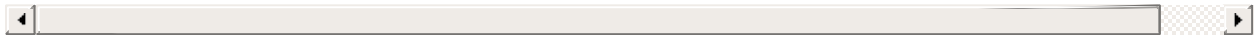
C#C++F#VB

[See Also](#)

Initializes a new instance of the [StorageException](#) class using the specified error message.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public StorageException(  
    string message  
)
```

C++

 Copy Co

```
public:  
StorageException(  
    String^ message  
)
```

F#

 Copy Co

```
new :  
    message:string -> StorageException
```

VB

 Copy Co

```
Public Sub New (  
    message As String  
)
```

Parameters

message

Type: [System.StringSystem::String](#)^{System.StringSystem.String}

The message that describes the error.



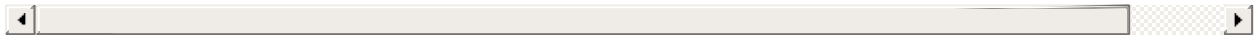
See Also

[StorageException Overload](#)

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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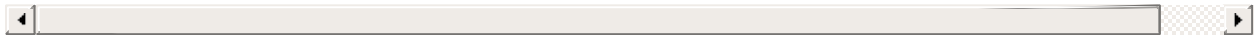
StorageException Constructor (String, Exception) C#C++F#VB
(String^, Exception^)(String, Exception)(String, Exception)

[See Also](#)

Initializes a new instance of the [StorageException](#) class with a specified error message and a reference to the inner exception that generated this exception.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public StorageException(  
    string message,  
    Exception innerException  
)
```

C++

 [Copy Code](#)

```
public:  
StorageException(  
    String^ message,  
    Exception^ innerException  
)
```

F#

 [Copy Code](#)

```
new :  
    message:string *  
    innerException:Exception -> StorageExc
```

VB

 [Copy Code](#)

```
Public Sub New (  
    message As String,  
    innerException As Exception  
)
```

Parameters

message

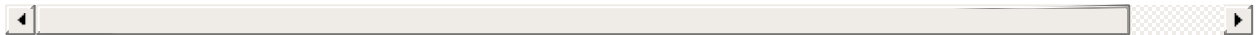
See Also

[StorageException Overload](#)

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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StorageException.RequestInformation

C#C++F#VB

PropertyStorageException::RequestInformation

PropertyStorageException.RequestInformation

PropertyStorageException.RequestInformation Property

[See Also](#)

Gets the [RequestResult](#) object for this [StorageException](#) object.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public RequestResult RequestInformation { get;
```

C++

 Copy Co

```
public:  
property RequestResult^ RequestInformation {  
    RequestResult^ get();  
    private: void set(RequestResult^ value)  
}
```

F#

 Copy Co

```
member RequestInformation : RequestResult with
```

VB

 Copy Co

```
Public Property RequestInformation As RequestRe  
    Get  
    Private Set  
End Property
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RequestResult](#)[Microsoft.WindowsAzure](#)

The [RequestResult](#) object for this [StorageException](#) object.



See Also

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageException.:.ToString Method (())

C#C++F#VB

[See Also](#)

Represents an exception thrown by the Windows Azure storage client library.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public override string ToString()
```

C++

 Copy Co

```
public:  
virtual String^ ToString() override
```

F#

 Copy Co

```
override ToString : unit -> string
```

VB

 Copy Co

```
Public Overrides Function ToString As String
```

Return Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string that represents the exception.

Implements

[_Exception.::ToString\(\)](#)



See Also

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageException.::TranslateException Method C#C++F#VB
(Exception, RequestResult)(Exception^,
RequestResult^)(Exception, RequestResult)(Exception,
RequestResult)

[See Also](#)

Translates the specified exception into a [StorageException](#).

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public static StorageException TranslateException(  
    Exception ex,  
    RequestResult reqResult  
)
```

C++

 [Copy Code](#)

```
public:  
static StorageException^ TranslateException(  
    Exception^ ex,  
    RequestResult^ reqResult  
)
```

F#

 [Copy Code](#)

```
static member TranslateException :  
    ex:Exception *  
    reqResult:RequestResult -> StorageException
```

VB

 [Copy Code](#)

```
Public Shared Function TranslateException (  
    ex As Exception,  
    reqResult As RequestResult  
) As StorageException
```

Parameters

ex

Return Value

An exception of type [StorageException](#).



See Also

[TranslateException Overload](#)

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageException.::TranslateException Method
(Exception, RequestResult, Func<Stream,
StorageExtendedErrorInformation>)(Exception^,
RequestResult^, Func<Stream^,
StorageExtendedErrorInformation^>^)(Exception,
RequestResult, Func<Stream,
StorageExtendedErrorInformation>)(Exception,
RequestResult, Func(Of Stream,
StorageExtendedErrorInformation))

C#C++F#VB

[See Also](#)

Translates the specified exception into a storage exception.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static StorageException TranslateExcept  
    Exception ex,  
    RequestResult reqResult,  
    Func<Stream, StorageExtendedErrorInfor  
)
```

C++

 Copy Co

```
public:  
static StorageException^ TranslateException(  
    Exception^ ex,  
    RequestResult^ reqResult,  
    Func<Stream^, StorageExtendedErrorInfo  
)
```

F#

 Copy Co

```
static member TranslateException :  
    ex:Exception *  
    reqResult:RequestResult *  
    parseError:Func<Stream, StorageExtende
```

VB

 Copy Co

```
Public Shared Function TranslateException (  
    ex As Exception,  
    reqResult As RequestResult,  
    parseError As Func(Of Stream, StorageE  
) As StorageException
```


See Also

[TranslateException Overload](#)

[StorageException Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



StorageExtendedErrorInformation Constructor () C#C++F#VB
()

[See Also](#)

Initializes a new instance of the [StorageExtendedErrorInformation](#) class.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public StorageExtendedErrorInformation()
```

C++

 [Copy](#) [Copy](#)

```
public:  
StorageExtendedErrorInformation()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> StorageExtendedErrorInformation
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```



See Also

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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StorageExtendedErrorInformation.AdditionalDetails

PropertyStorageExtendedErrorInformation::AdditionalDetails

PropertyStorageExtendedErrorInformation.AdditionalDetails

PropertyStorageExtendedErrorInformation.AdditionalDetails

Property

[See Also](#)

Gets additional error details from XML-formatted input stream.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public IDictionary<string, string> AdditionalDe
```

C++  [Copy Code](#)

```
public:  
property IDictionary<String^, String^>^ Additio  
    IDictionary<String^, String^>^ get();  
    internal: void set(IDictionary<String^,  
}
```

F#  [Copy Code](#)

```
member AdditionalDetails : IDictionary<string,
```

VB  [Copy Code](#)

```
Public Property AdditionalDetails As IDictionar  
    Get  
    Friend Set  
End Property
```

Property Value

Type:

[System.Collections.Generic.IDictionary<String, String>](#)[System.Collection](#)

An IDictionary<TKey, TValue><TKey, TValue><'TKey, 'TValue>(Of TKey, TValue) containing the additional error details.



See Also

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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StorageExtendedErrorInformation.ErrorCode

C#C++F#VB

PropertyStorageExtendedErrorInformation::ErrorCode

PropertyStorageExtendedErrorInformation.ErrorCode

PropertyStorageExtendedErrorInformation.ErrorCode Property

[See Also](#)

Gets the storage service error code.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string ErrorCode { get; internal set; }
```

C++

 Copy Co

```
public:  
property String^ ErrorCode {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member ErrorCode : string with get, internal se
```

VB

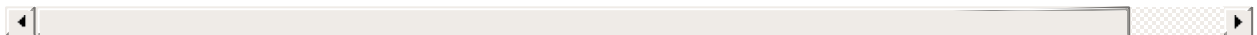
 Copy Co

```
Public Property ErrorCode As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the storage service error code.



See Also

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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StorageExtendedErrorInformation.ErrorMessage C#C++F#VB

PropertyStorageExtendedErrorInformation::ErrorMessage

PropertyStorageExtendedErrorInformation.ErrorMessage

PropertyStorageExtendedErrorInformation.ErrorMessage

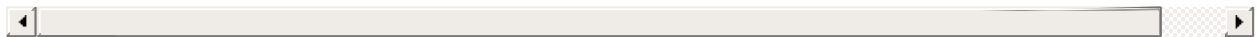
Property

[See Also](#)

Gets the storage service error message.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public string ErrorMessage { get; internal set;
```

C++

 Copy Co

```
public:  
property String^ ErrorMessage {  
    String^ get();  
    internal: void set(String^ value);  
}
```

F#

 Copy Co

```
member ErrorMessage : string with get, internal
```

VB

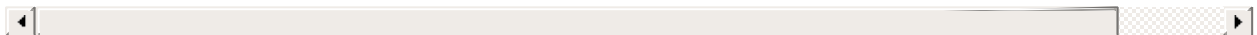
 Copy Co

```
Public Property ErrorMessage As String  
    Get  
    Friend Set  
End Property
```

Property Value

Type: [System.StringSystem::String^System.StringSystem.String](#)

A string containing the storage service error message.



See Also

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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C#C++F#VB

**StorageExtendedErrorInformation...ReadAndParseExtendedEr
Method (IDataResponseMessage)(IDataResponseMessage^)
(IDataResponseMessage)(IDataResponseMessage)**

[See Also](#)

Parses the error details from the stream using OData library.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static StorageExtendedErrorInformation  
    IODataResponseMessage responseMessage  
)
```

C++

 Copy Co

```
public:  
static StorageExtendedErrorInformation^ ReadAndParseExtendedError  
    IODataResponseMessage^ responseMessage  
)
```

F#

 Copy Co

```
static member ReadAndParseExtendedError :  
    responseMessage:IODataResponseMessage
```

VB

 Copy Co

```
Public Shared Function ReadAndParseExtendedError  
    responseMessage As IODataResponseMessage  
) As StorageExtendedErrorInformation
```

Parameters

responseMessage

Type:

[Microsoft.Data.OData.IODataResponseMessage](#)[Microsoft.Data.OData](#)

The IODataResponseMessage to parse.

See Also

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



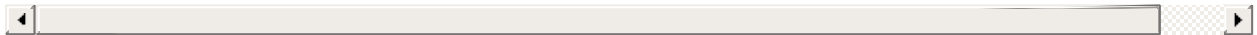
C#C++F#VB

**StorageExtendedErrorInformation...ReadFromStream Method
(IInputStream)(IInputStream^)(IInputStream)(IInputStream)**

[See Also](#)

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in
Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static StorageExtendedErrorInformation  
    IInputStream inputStream  
)
```

C++

 Copy Co

```
public:  
static StorageExtendedErrorInformation^ ReadFr  
    IInputStream^ inputStream  
)
```

F#

 Copy Co

```
static member ReadFromStream :  
    inputStream:IInputStream -> StorageExt
```

VB

 Copy Co

```
Public Shared Function ReadFromStream (  
    inputStream As IInputStream  
) As StorageExtendedErrorInformation
```

Parameters

inputStream

Type:

[Windows.Storage.Streams.IInputStream](#) [Windows.Storage.Streams::I](#)

See Also

[ReadFromStream Overload](#)

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

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C#C++F#VB

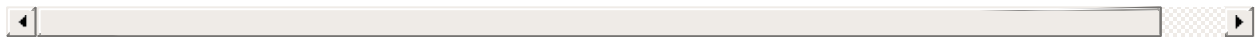
**StorageExtendedErrorInformation...ReadFromStream Method
(Stream)(Stream^)(Stream)(Stream)**

[See Also](#)

Gets the error details from an XML-formatted error stream.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static StorageExtendedErrorInformation  
    Stream inputStream  
)
```

C++

 Copy Co

```
public:  
static StorageExtendedErrorInformation^ ReadFr  
    Stream^ inputStream  
)
```

F#

 Copy Co

```
static member ReadFromStream :  
    inputStream:Stream -> StorageExtendedE
```

VB

 Copy Co

```
Public Shared Function ReadFromStream (  
    inputStream As Stream  
) As StorageExtendedErrorInformation
```

Parameters

inputStream

Type:

[System.IO.Stream](#)[System.IO::Stream](#)[^][System.IO.Stream](#)[System.IO.S](#)

The input stream.

See Also

[ReadFromStream Overload](#)

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



C#C++F#VB

**StorageExtendedErrorInformation.::ReadFromStreamUsingOD
Method (Stream, HttpResponseMessage, String)(Stream^,
HttpResponseMessage^, String^)(Stream,
HttpResponseMessage, String)(Stream, HttpResponseMessage,
String)**

[See Also](#)

Gets the error details from the stream using OData library.

Namespace: [Microsoft.WindowsAzure.Storage](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public static StorageExtendedErrorInformation  
    Stream inputStream,  
    HttpResponseMessage response,  
    string contentType  
)
```

C++

 Copy Co

```
public:  
static StorageExtendedErrorInformation^ ReadFr  
    Stream^ inputStream,  
    HttpResponseMessage^ response,  
    String^ contentType  
)
```

F#

 Copy Co

```
static member ReadFromStreamUsingODataLib :  
    inputStream:Stream *  
    response:HttpStatusCode *  
    contentType:string -> StorageExtendedE
```

VB

 Copy Co

```
Public Shared Function ReadFromStreamUsingOData  
    inputStream As Stream,  
    response As HttpResponseMessage,  
    contentType As String  
) As StorageExtendedErrorInformation
```


See Also

[StorageExtendedErrorInformation Class](#)

[Microsoft.WindowsAzure.Storage Namespace](#)

[Return to top](#)



TableContinuationToken Class

C#C++F#VB

[See Also](#)

Represents a continuation token for listing operations.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Table.:::TableContinuationToken



Syntax

C#

 [Copy Code](#)

```
public sealed class TableContinuationToken : IC
```

C++

 [Copy Code](#)

```
public ref class TableContinuationToken sealed
```

F#

 [Copy Code](#)


```
[<Sealed>]  
type TableContinuationToken =  
    class  
        interface IContinuationToken  
    end
```

VB




 [Copy Code](#)

```
Public NotInheritable Class TableContinuationTo  
    Implements IContinuationToken
```



Constructors

| | Name | Description |
|---|--|-------------|
|  | TableContinuationToken() | |

Properties

| | Name |
|---|---|
|  | <u>NextPartitionKeyNextPartitionKeyNextPartitionKeyNextPartitionKey</u> |
|  | <u>NextRowKeyNextRowKeyNextRowKeyNextRowKey</u> |
|  | <u>NextTableNameNextTableNameNextTableNameNextTableName</u> |

Methods

| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

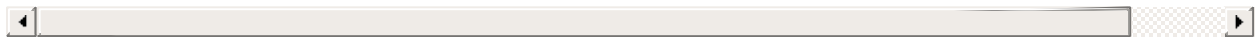
Remarks

A method that may return a partial set of results via a [TableResultSegment](#) object also returns a continuation token, which can be used in a subsequent call to return the next set of available results.



Thread Safety

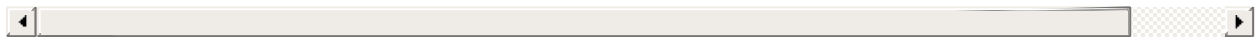
Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.



See Also

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

[Return to top](#)



BlobContinuationToken Class

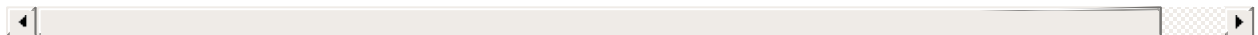
C#C++F#VB

[See Also](#)

Represents a continuation token for listing operations.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Inheritance Hierarchy

System.:::Object

Microsoft.WindowsAzure.Storage.Blob.:::BlobContinuationToken



Syntax

C#

 [Copy Code](#)

```
public sealed class BlobContinuationToken : ICo
```

C++

 [Copy Code](#)

```
public ref class BlobContinuationToken sealed :
```

F#

 [Copy Code](#)

```
[<Sealed>]  
type BlobContinuationToken =  
    class  
        interface IContinuationToken  
    end
```

VB



 [Copy Code](#)

```
Public NotInheritable Class BlobContinuationTok  
    Implements IContinuationToken
```



Constructors

| | Name | Description |
|---|---|-------------|
|  | BlobContinuationToken() | |

Properties

| | Name | Descript |
|---|--|---|
|  | NextMarkerNextMarkerNextMarkerNextMarker | Gets or se next marl continuin results fo ICloudBl enumerat operation |
|  | TargetLocationTargetLocationTargetLocationTargetLocation | Gets or se storage location t the continuat token app to. |

Methods

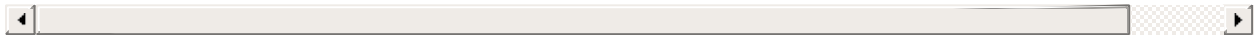
| | Name | Description |
|---|---|--------------------------|
|  | Equals(Object)(Object^)(Object)(Object) | (Inherited from Object.) |
|  | GetHashCode()() | (Inherited from Object.) |
|  | GetType()() | (Inherited from Object.) |
|  | ToString()() | (Inherited from Object.) |

Remarks

BlobContinuationToken continuation tokens are used in methods that return a [BlobResultSegment](#) object, such as

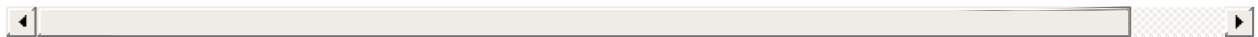
[!::CloudBlobDirectory.ListBlobsSegmented\(BlobContinuationToken\)Reference](#) topic's target id should not be empty. Article id: 2e8fa7f1-abc3-4724-88ca-d5ce26b70551, link:

[!::CloudBlobDirectory.ListBlobsSegmented\(BlobContinuationToken\)..](#)



Thread Safety

Any public static (**Shared** in Visual Basic) members of this type are thread safe.
Any instance members are not guaranteed to be thread safe.




See Also

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)



[Return to top](#)




Microsoft.WindowsAzure.Storage.Blob Namespace

| | Class | Description |
|---|--|--|
|  | BlobContainerPermissions | Represents the permissions for a container. |
|  | BlobContainerProperties | Represents the system properties for a container. |
|  | BlobContinuationToken | Represents a continuation token for listing operations. |
|  | BlobProperties | Represents the system properties for a blob. |
|  | BlobRequestOptions | Represents a set of timeout and retry policy options that may be specified for a request against the Blob service. |
| | | Represents a segment of IListBlobItem |

Interfaces

| | Interface | Description |
|---|-------------------------------|--|
|  | ICloudBlob | An interface required for Windows Azure blob types. The CloudBlockBlob and CloudPageBlob classes implement the ICloudBlob interface. |
|  | IListBlobItem | Represents an item that may be returned by a blob listing operation. |

| | Enumeration | Description |
|---|---|--|
|  | BlobContainerPublicAccessType | Specifies the level of public access that is allowed on the container. |
|  | BlobListingDetails | Specifies which items to include when listing a set of blobs. |
|  | BlobType | The type of a blob. |
|  | BlockListingFilter | Indicates whether to list only committed blocks, only uncommitted blocks, or all blocks. |
|  | BlockSearchMode | Indicates which block lists should be searched to find a specified block. |
|  | | Specifies which details to include |

BlobRequestOptions Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [BlobRequestOptions](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public BlobRequestOptions()
```

C++

 [Copy](#) [Copy](#)

```
public:  
BlobRequestOptions()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> BlobRequestOptions
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```

See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



C#C++F#VB

BlobRequestOptions.AbsorbConditionalErrorsOnRetry
PropertyBlobRequestOptions::AbsorbConditionalErrorsOnRetry
PropertyBlobRequestOptions.AbsorbConditionalErrorsOnRetry
PropertyBlobRequestOptions.AbsorbConditionalErrorsOnRetry
Property

[See Also](#)

Gets or sets a value that indicates whether a conditional failure should be absorbed on a retry attempt for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<bool> AbsorbConditionalErrorsOn
```

C++

 [Copy Code](#)

```
public:  
property Nullable<bool> AbsorbConditionalErrors  
    Nullable<bool> get();  
    void set(Nullable<bool> value);  
}
```

F#

 [Copy Code](#)

```
member AbsorbConditionalErrorsOnRetry : Nullable
```

VB

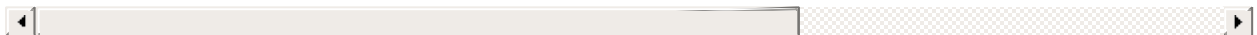
 [Copy Code](#)

```
Public Property AbsorbConditionalErrorsOnRetry
```

Property Value

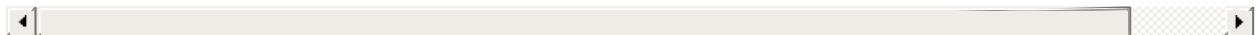
Type:

[System.Nullable<Boolean>](#)[System::Nullable<Boolean>](#)[System.Nullable<Boolean>](#)



Remarks

This option is used only by the [CloudAppendBlob](#) object in the **UploadFrom*** methods and the **BlobWriteStream** methods. By default, it is set to **false**. Set this option to **true** only for single writer scenarios. Setting this option to **true** in a multi-writer scenario may lead to corrupted blob data.



See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.DisableContentMD5Validation C#C++F#VB

PropertyBlobRequestOptions::DisableContentMD5Validation

PropertyBlobRequestOptions.DisableContentMD5Validation

PropertyBlobRequestOptions.DisableContentMD5Validation

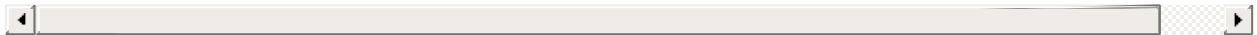
Property

[See Also](#)

Gets or sets a value to indicate that MD5 validation will be disabled when downloading blobs.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<bool> DisableContentMD5Validation
```

C++

 [Copy Code](#)

```
public:  
property Nullable<bool> DisableContentMD5Validation  
    Nullable<bool> get();  
    void set(Nullable<bool> value);  
}
```

F#

 [Copy Code](#)

```
member DisableContentMD5Validation : Nullable<b
```

VB

 [Copy Code](#)

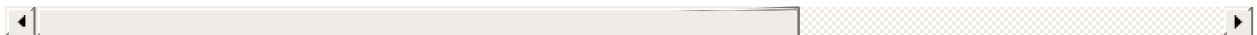
```
Public Property DisableContentMD5Validation As
```

Property Value

Type:

[System.Nullable<Boolean>](#)[System::Nullable<Boolean>](#)[System.Nullable<Boolean>](#)

Use `true` to disable MD5 validation; `false` to enable MD5 validation.

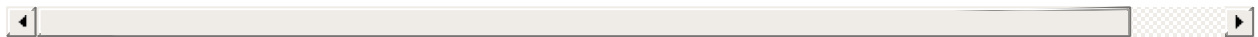


See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.LocationMode

C#C++F#VB

PropertyBlobRequestOptions::LocationMode

PropertyBlobRequestOptions.LocationMode

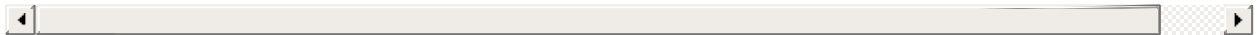
PropertyBlobRequestOptions.LocationMode Property

[See Also](#)

Gets or sets the location mode of the request.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Code

```
public Nullable<LocationMode> LocationMode { g
```

C++

 Copy Code

```
public:  
property Nullable<LocationMode> LocationMode {  
    virtual Nullable<LocationMode> get() s  
    virtual void set(Nullable<LocationMode>  
}
```

F#

 Copy Code

```
abstract LocationMode : Nullable<LocationMode>  
override LocationMode : Nullable<LocationMode>
```

VB

 Copy Code

```
Public Property LocationMode As Nullable(Of Lc
```

Property Value

Type:

[System.Nullable<LocationMode>](#)[System::Nullable<LocationMode>](#)[System.Nullable<LocationMode>](#)

A [LocationMode](#) enumeration value indicating the location mode of the request.

Implements

See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.MaximumExecutionTime

C#C++F#VB

PropertyBlobRequestOptions::MaximumExecutionTime

PropertyBlobRequestOptions.MaximumExecutionTime

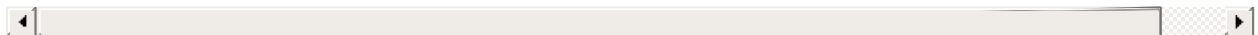
PropertyBlobRequestOptions.MaximumExecutionTime Property

[See Also](#)

Gets or sets the maximum execution time across all potential retries for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public Nullable<TimeSpan> MaximumExecutionTime
```

C++

 [Copy](#) [Copy](#)

```
public:  
property Nullable<TimeSpan> MaximumExecutionTime  
    virtual Nullable<TimeSpan> get() sealed  
    virtual void set(Nullable<TimeSpan> value)  
}
```

F#

 [Copy](#) [Copy](#)

```
abstract MaximumExecutionTime : Nullable<TimeSpan>  
override MaximumExecutionTime : Nullable<TimeSpan>
```

VB

 [Copy](#) [Copy](#)

```
Public Property MaximumExecutionTime As Nullable<TimeSpan>
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nullable<TimeSpan>](#)

A TimeSpan representing the maximum execution time for retries for the request.

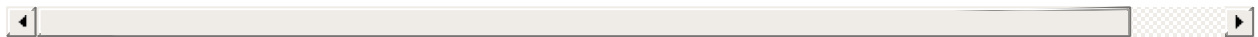
Implements

See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.ParallelOperationThreadCountC#C++F#VB

PropertyBlobRequestOptions::ParallelOperationThreadCount

PropertyBlobRequestOptions.ParallelOperationThreadCount

PropertyBlobRequestOptions.ParallelOperationThreadCount

Property

[See Also](#)

Gets or sets the number of blocks that may be simultaneously uploaded when uploading a blob that is greater than the value specified by the [SingleBlobUploadThresholdInBytes](#) property in size.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<int> ParallelOperationThreadCou
```

C++

 [Copy Code](#)

```
public:  
property Nullable<int> ParallelOperationThreadC  
    Nullable<int> get();  
    void set(Nullable<int> value);  
}
```

F#

 [Copy Code](#)

```
member ParallelOperationThreadCount : Nullable<
```

VB

 [Copy Code](#)

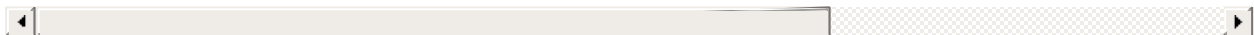
```
Public Property ParallelOperationThreadCount As
```

Property Value

Type:

[System.Nullable<Int32>](#)[System::Nullable<Int32>](#)[System.Nullable<Int32>](#);

An integer value indicating the number of parallel blob upload operations that may proceed.



See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



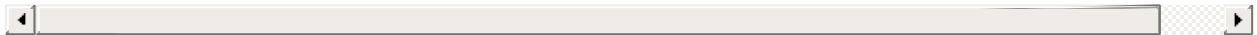
BlobRequestOptions.SingleBlobUploadThresholdInBytes
PropertyBlobRequestOptions::SingleBlobUploadThresholdInBytes
PropertyBlobRequestOptions.SingleBlobUploadThresholdInBytes
PropertyBlobRequestOptions.SingleBlobUploadThresholdInBytes
Property

[See Also](#)

Gets or sets the maximum size of a blob in bytes that may be uploaded as a single blob.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#  [Copy Code](#)

```
public Nullable<long> SingleBlobUploadThreshold
```

C++  [Copy Code](#)

```
public:  
property Nullable<long long> SingleBlobUploadTh  
    Nullable<long long> get();  
    void set(Nullable<long long> value);  
}
```

F#  [Copy Code](#)

```
member SingleBlobUploadThresholdInBytes : Nulla
```

VB  [Copy Code](#)

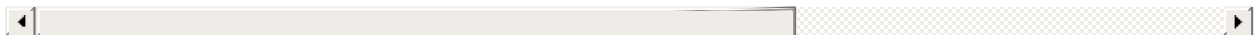
```
Public Property SingleBlobUploadThresholdInByte
```

Property Value

Type:

[System.Nullable<Int64>](#)[System::Nullable<Int64>](#)[System.Nullable<Int64>](#);

A long indicating the maximum size of a blob, in bytes, that may be upload as a single blob, ranging from between 1 and 64 MB inclusive.

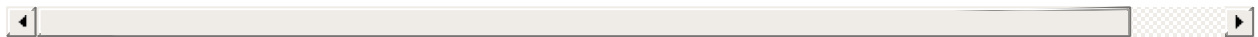


See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.RetryPolicy

C#C++F#VB

PropertyBlobRequestOptions::RetryPolicy

PropertyBlobRequestOptions.RetryPolicy

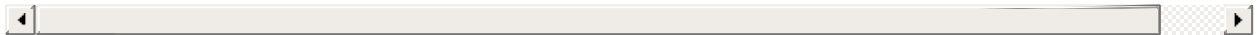
PropertyBlobRequestOptions.RetryPolicy Property

[See Also](#)

Gets or sets the retry policy for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public IRetryPolicy RetryPolicy { get; set; }
```

C++

 Copy Co

```
public:  
property IRetryPolicy^ RetryPolicy {  
    virtual IRetryPolicy^ get() sealed;  
    virtual void set(IRetryPolicy^ value)  
}
```

F#

 Copy Co

```
abstract RetryPolicy : IRetryPolicy with get,  
override RetryPolicy : IRetryPolicy with get,
```

VB

 Copy Co

```
Public Property RetryPolicy As IRetryPolicy
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)Microsoft.V

An object of type [IRetryPolicy](#).

Implements

See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.ServerTimeout

C#C++F#VB

PropertyBlobRequestOptions::ServerTimeout

PropertyBlobRequestOptions.ServerTimeout

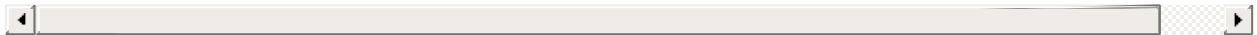
PropertyBlobRequestOptions.ServerTimeout Property

[See Also](#)

Gets or sets the server timeout interval for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<TimeSpan> ServerTimeout { get;
```

C++

 Copy Co

```
public:  
property Nullable<TimeSpan> ServerTimeout {  
    virtual Nullable<TimeSpan> get() sealed  
    virtual void set(Nullable<TimeSpan> va  
}
```

F#

 Copy Co

```
abstract ServerTimeout : Nullable<TimeSpan> with  
override ServerTimeout : Nullable<TimeSpan> with
```

VB

 Copy Co

```
Public Property ServerTimeout As Nullable(Of T
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nulla](#)

A TimeSpan containing the server timeout interval for the request.

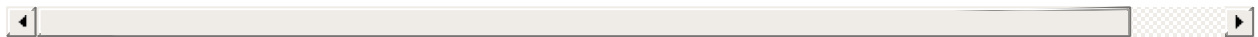
Implements

See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.StoreBlobContentMD5

C#C++F#VB

PropertyBlobRequestOptions::StoreBlobContentMD5

PropertyBlobRequestOptions.StoreBlobContentMD5

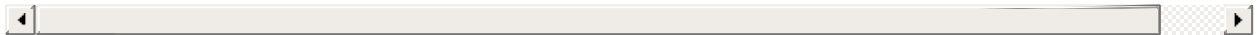
PropertyBlobRequestOptions.StoreBlobContentMD5 Property

[See Also](#)

Gets or sets a value to indicate that an MD5 hash will be calculated and stored when uploading a blob.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<bool> StoreBlobContentMD5 { get
```

C++

 Copy Co

```
public:  
property Nullable<bool> StoreBlobContentMD5 {  
    Nullable<bool> get();  
    void set(Nullable<bool> value);  
}
```

F#

 Copy Co

```
member StoreBlobContentMD5 : Nullable<bool> with
```

VB

 Copy Co

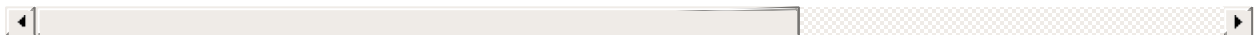
```
Public Property StoreBlobContentMD5 As Nullable
```

Property Value

Type:

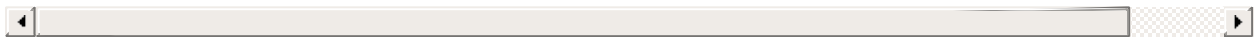
[System.Nullable<Boolean>](#)[System::Nullable<Boolean>](#)[System.Nullable<Boolean>](#)

Use **true** to calculate and store an MD5 hash when uploading a blob;
otherwise, **false**.



Remarks

This property is not supported for [CloudAppendBlob](#).

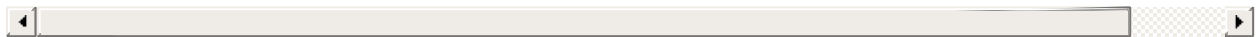


See Also

[BlobRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)



BlobRequestOptions.UseTransactionalMD5

C#C++F#VB

PropertyBlobRequestOptions::UseTransactionalMD5

PropertyBlobRequestOptions.UseTransactionalMD5

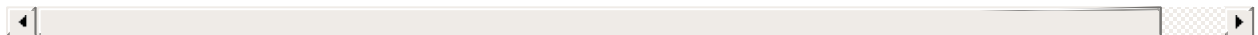
PropertyBlobRequestOptions.UseTransactionalMD5 Property

[See Also](#)

Gets or sets a value to calculate and send/validate content MD5 for transactions.

Namespace: [Microsoft.WindowsAzure.Storage.Blob](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<bool> UseTransactionalMD5 { get
```

C++

 Copy Co

```
public:  
property Nullable<bool> UseTransactionalMD5 {  
    Nullable<bool> get();  
    void set(Nullable<bool> value);  
}
```

F#

 Copy Co

```
member UseTransactionalMD5 : Nullable<bool> with
```

VB

 Copy Co

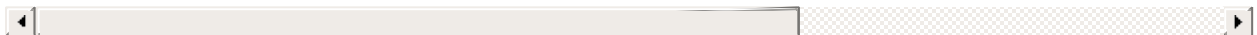
```
Public Property UseTransactionalMD5 As Nullable
```

Property Value

Type:

[System.Nullable<Boolean>](#)[System::Nullable<Boolean>](#)[System.Nullable<Boolean>](#)

Use **true** to calculate and send/validate content MD5 for transactions;
otherwise, **false**.

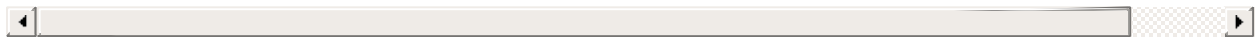


See Also

[BlobRequestOptions Class](#)




[Microsoft.WindowsAzure.Storage.Blob Namespace](#)

[Return to top](#)




Microsoft.WindowsAzure.Storage.Table Namespace C#C++F#VB


Classes

| | Class | Description |
|---|------------------------------------|--|
|  | CloudTable | Represents a Windows Azure Table. |
|  | CloudTableClient | Provides a client for the Windows Azure Service Bus. This class is used to configure and execute operations against the Service Bus. |
|  | DynamicTableEntity | A ITableEntity type that can be used to access properties of the entity class. |

Interfaces

| | Interface | Description |
|---|------------------------------|--|
|  | ITableEntity | An interface required for table entity types. The ITableEntity interface declares getter and setter methods for the mandatory entity properties, and ReadEntity and WriteEntity methods for serialization and de-serialization of all entity properties using a property dictionary. Create classes implementing ITableEntity to customize property storage, retrieval, serialization and de-serialization, and to provide additional custom logic for a table entity. |

Delegates

| | Delegate | Description |
|---|--|--|
|  | EntityResolver<T><T><'T>(Of T) | Returns a delegate for resolving entities. |

Enumerations

| | Enumeration | Description |
|---|--|--|
|  | EdmType | Enumeration containing the types of values that can be stored in a table entity property. |
|  | SharedAccessTablePermissions | Specifies the set of possible permissions for a shared access table policy. |
|  | TableOperationType | Enumeration containing the types of operations that can be performed by TableOperation . |
|  | TablePayloadFormat | Describes the payload formats supported for Tables. |

[Return to top](#)

TableRequestOptions Constructor (0000)

C#C++F#VB

[See Also](#)

Initializes a new instance of the [TableRequestOptions](#) class.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public TableRequestOptions()
```

C++

 [Copy](#) [Copy](#)

```
public:  
TableRequestOptions()
```

F#

 [Copy](#) [Copy](#)

```
new : unit -> TableRequestOptions
```

VB

 [Copy](#) [Copy](#)

```
Public Sub New
```



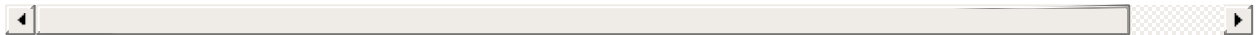
See Also

[TableRequestOptions Overload](#)

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

[Return to top](#)



TableRequestOptions Constructor

C#C++F#VB

(TableRequestOptions)(TableRequestOptions^)

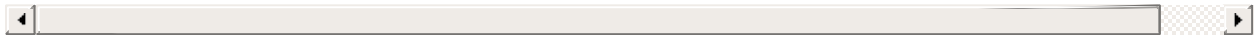
(TableRequestOptions)(TableRequestOptions)

[See Also](#)

Initializes a new instance of the [TableRequestOptions](#) class with the specified [TableRequestOptions](#).

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public TableRequestOptions(  
    TableRequestOptions other  
)
```

C++

 Copy Co

```
public:  
TableRequestOptions(  
    TableRequestOptions^ other  
)
```

F#

 Copy Co

```
new :  
    other:TableRequestOptions -> TableRequ
```

VB

 Copy Co

```
Public Sub New (  
    other As TableRequestOptions  
)
```

Parameters

other

Type:

[Microsoft.WindowsAzure.Storage.Table.TableRequestOptionsMicrosoft](#)

The [TableRequestOptions](#) object used to initialize a new instance of the [TableRequestOptions](#) class.

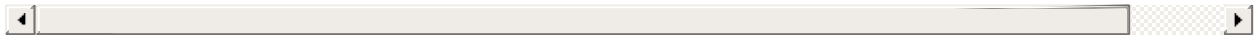
See Also

[TableRequestOptions Overload](#)

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

[Return to top](#)



TableRequestOptions.LocationMode

C#C++F#VB

PropertyTableRequestOptions::LocationMode

PropertyTableRequestOptions.LocationMode

PropertyTableRequestOptions.LocationMode Property

[See Also](#)

Gets or sets the location mode of the request.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<LocationMode> LocationMode { g
```

C++

 Copy Co

```
public:  
property Nullable<LocationMode> LocationMode {  
    virtual Nullable<LocationMode> get() s  
    virtual void set(Nullable<LocationMode>  
}
```

F#

 Copy Co

```
abstract LocationMode : Nullable<LocationMode>  
override LocationMode : Nullable<LocationMode>
```

VB

 Copy Co

```
Public Property LocationMode As Nullable(Of Lc
```

Property Value

Type:

[System.Nullable<LocationMode>](#)[System::Nullable<LocationMode>](#)[System.Nullable<LocationMode>](#)

A [LocationMode](#) enumeration value indicating the location mode of the request.

Implements

See Also

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

[Return to top](#)



TableRequestOptions.MaximumExecutionTime

C#C++F#VB

PropertyTableRequestOptions::MaximumExecutionTime

PropertyTableRequestOptions.MaximumExecutionTime

PropertyTableRequestOptions.MaximumExecutionTime

Property

[See Also](#)

Gets or sets the maximum execution time for all potential retries for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<TimeSpan> MaximumExecutionTime
```

C++

 [Copy Code](#)

```
public:  
property Nullable<TimeSpan> MaximumExecutionTime  
    virtual Nullable<TimeSpan> get() sealed  
    virtual void set(Nullable<TimeSpan> value)  
}
```

F#

 [Copy Code](#)

```
abstract MaximumExecutionTime : Nullable<TimeSpan>  
override MaximumExecutionTime : Nullable<TimeSpan>
```

VB

 [Copy Code](#)

```
Public Property MaximumExecutionTime As Nullable<TimeSpan>
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nullable<TimeSpan>](#)

A TimeSpan representing the maximum execution time for retries for the request.

Implements

See Also

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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TableRequestOptions.PayloadFormat

C#C++F#VB

PropertyTableRequestOptions::PayloadFormat

PropertyTableRequestOptions.PayloadFormat

PropertyTableRequestOptions.PayloadFormat Property

[See Also](#)

Gets or sets the [TablePayloadFormat](#) that will be used for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<TablePayloadFormat> PayloadFormat
```

C++

 [Copy Code](#)

```
public:  
property Nullable<TablePayloadFormat> PayloadFo  
    Nullable<TablePayloadFormat> get();  
    void set(Nullable<TablePayloadFormat> v  
}
```

F#

 [Copy Code](#)

```
member PayloadFormat : Nullable<TablePayloadFor
```

VB

 [Copy Code](#)

```
Public Property PayloadFormat As Nullable(Of Ta
```

Property Value

Type:

[System.Nullable<TablePayloadFormat>](#)[System::Nullable<TablePayloadFo](#)

A [TablePayloadFormat](#) enumeration value.

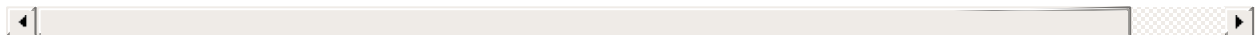


See Also

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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TablePayloadFormat Enumeration

[See Also](#)

Describes the payload formats supported for Tables.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public enum TablePayloadFormat
```

C++

 [Copy](#) [Copy](#)

```
public enum class TablePayloadFormat
```

F#

 [Copy](#) [Copy](#)

```
type TablePayloadFormat
```

VB

 [Copy](#) [Copy](#)

```
Public Enumeration TablePayloadFormat
```



Members

| Member name | Description |
|-------------------------|---------------------------------|
| Json | Use JSON with minimal metadata. |
| JsonFullMetadata | Use JSON with full metadata. |
| JsonNoMetadata | Use JSON with no metadata. |

See Also

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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TableRequestOptions.ProjectSystemProperties

C#C++F#VB

PropertyTableRequestOptions::ProjectSystemProperties

PropertyTableRequestOptions.ProjectSystemProperties

PropertyTableRequestOptions.ProjectSystemProperties Property

[See Also](#)

Gets or sets the option to include system properties such as Partition Key and Row Key in queries.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Nullable<bool> ProjectSystemProperties {
```

C++

 [Copy Code](#)

```
public:  
property Nullable<bool> ProjectSystemProperties  
    Nullable<bool> get();  
    void set(Nullable<bool> value);  
}
```

F#

 [Copy Code](#)

```
member ProjectSystemProperties : Nullable<bool>
```

VB

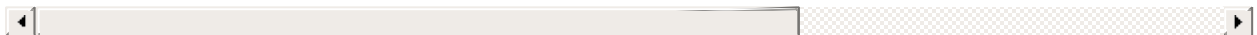
 [Copy Code](#)

```
Public Property ProjectSystemProperties As Null
```

Property Value

Type:

[System.Nullable<Boolean>](#)[System::Nullable<Boolean>](#)[System.Nullable<Boolean>](#)



See Also

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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TableRequestOptions.PropertyResolver

C#C++F#VB

PropertyTableRequestOptions::PropertyResolver

PropertyTableRequestOptions.PropertyResolver

PropertyTableRequestOptions.PropertyResolver **Property**

[See Also](#)

Gets or sets the delegate that is used to get the [EdmType](#) for an entity property given the partition key, row key, and the property name.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy Code](#)

```
public Func<string, string, string, string, EdmType>
```

C++

 [Copy Code](#)

```
public:  
property Func<String^, String^, String^, String^, String^>  
    Func<String^, String^, String^, String^, String^>  
    void set(Func<String^, String^, String^, String^, String^> value)  
{  
}
```

F#

 [Copy Code](#)

```
member PropertyResolver : Func<string, string, string, string, EdmType>
```

VB

 [Copy Code](#)

```
Public Property PropertyResolver As Func(Of String, String, String, String, EdmType)
```

Property Value

Type:

[System.Func](#)<[String](#), [String](#), [String](#), [String](#), [EdmType](#)>[System::Func](#)<[String](#), [String](#), [String](#), [String](#), [EdmType](#)>



See Also

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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EdmType Enumeration

[See Also](#)

Enumeration containing the types of values that can be stored in a table entity property.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 [Copy](#) [Copy](#)

```
public enum EdmType
```

C++

 [Copy](#) [Copy](#)

```
public enum class EdmType
```

F#

 [Copy](#) [Copy](#)

```
type EdmType
```

VB

 [Copy](#) [Copy](#)

```
Public Enumeration EdmType
```



Members

| Member name | Description |
|-----------------|--|
| Binary | Represents fixed- or variable-length binary data. |
| Boolean | Represents the mathematical concept of binary-valued logic. |
| DateTime | Represents date and time. |
| Double | Represents a floating point number with 15 digits precision that can represent values with approximate range of +/- 2.23e -308 through +/- 1.79e +308. |
| Guid | Represents a 16-byte (128-bit) unique identifier value. |

See Also

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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TableRequestOptions.RetryPolicy

C#C++F#VB

PropertyTableRequestOptions::RetryPolicy

PropertyTableRequestOptions.RetryPolicy

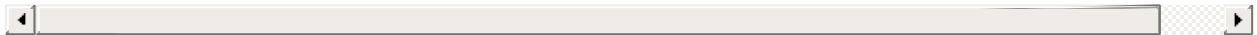
PropertyTableRequestOptions.RetryPolicy Property

[See Also](#)

Gets or sets the retry policy for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public IRetryPolicy RetryPolicy { get; set; }
```

C++

 Copy Co

```
public:  
property IRetryPolicy^ RetryPolicy {  
    virtual IRetryPolicy^ get() sealed;  
    virtual void set(IRetryPolicy^ value)  
}
```

F#

 Copy Co

```
abstract RetryPolicy : IRetryPolicy with get,  
override RetryPolicy : IRetryPolicy with get,
```

VB

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```
Public Property RetryPolicy As IRetryPolicy
```

Property Value

Type:

[Microsoft.WindowsAzure.Storage.RetryPolicies.IRetryPolicy](#)Microsoft.V

An object of type [IRetryPolicy](#).

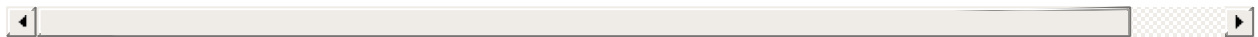
Implements

See Also

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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TableRequestOptions.ServerTimeout

C#C++F#VB

PropertyTableRequestOptions::ServerTimeout

PropertyTableRequestOptions.ServerTimeout

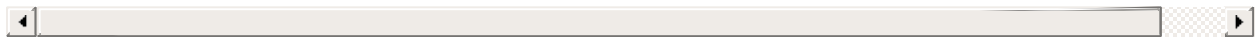
PropertyTableRequestOptions.ServerTimeout Property

[See Also](#)

Gets or sets the server timeout interval for the request.

Namespace: [Microsoft.WindowsAzure.Storage.Table](#)

Assembly: Microsoft.WindowsAzure.Storage (in Microsoft.WindowsAzure.Storage.dll)



Syntax

C#

 Copy Co

```
public Nullable<TimeSpan> ServerTimeout { get;
```

C++

 Copy Co

```
public:  
property Nullable<TimeSpan> ServerTimeout {  
    virtual Nullable<TimeSpan> get() sealed  
    virtual void set(Nullable<TimeSpan> va  
}
```

F#

 Copy Co

```
abstract ServerTimeout : Nullable<TimeSpan> with  
override ServerTimeout : Nullable<TimeSpan> with
```

VB

 Copy Co

```
Public Property ServerTimeout As Nullable(Of T
```

Property Value

Type:

[System.Nullable<TimeSpan>](#)[System::Nullable<TimeSpan>](#)[System.Nulla](#)

A TimeSpan containing the server timeout interval for the request.

Implements

See Also

[TableRequestOptions Class](#)

[Microsoft.WindowsAzure.Storage.Table Namespace](#)

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