

# System.Net.ServicePoint Class

```
[ILASM]
.class public ServicePoint extends System.Object

[C#]
public class ServicePoint
```

## Assembly Info:

- Name: System
- Public Key: [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- Version: 1.0.x.x
- Attributes:
  - CLSCompliantAttribute(true)

## Summary

Represents connections to Internet hosts.

## Inherits From: System.Object

**Library:** Networking

**Thread Safety:** All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

## Description

The **System.Net.ServicePoint** class handles connections to a resource based on the host information passed in the Uniform Resource Identifier (URI) of the resource. The initial connection to the host determines the information the **System.Net.ServicePoint** maintains, which is then shared by all subsequent requests for resources residing on the host.

[Note: **System.Net.ServicePoint** instances are created and managed by the **System.Net.ServicePointManager** class. The maximum number of **System.Net.ServicePoint** instances is set by the **System.Net.ServicePointManager.MaxServicePoints** property.

A **System.Net.ServicePoint** instance that is not connected to any host is idle. An idle **System.Net.ServicePoint** is managed by the **System.Net.ServicePointManager** only until it has been idle longer than the time specified in its **System.Net.ServicePoint.MaxIdleTime** property. After a **System.Net.ServicePoint** instance exceeds the **System.Net.ServicePoint.MaxIdleTime**, it is released by the

1 service point manager and subsequently freed. The default value of  
2 **System.Net.ServicePoint.MaxIdleTime** is set by the  
3 **System.Net.ServicePointManager.MaxServicePointIdleTime**  
4 property.]

5

# 1 ServicePoint.GetHashCode() Method

```
2 [ILASM]  
3 .method public hidebysig virtual int32 GetHashCode()  
4  
5 [C#]  
6 public override int GetHashCode()
```

## 6 Summary

7 Generates a hash code for the current instance.

## 8 Return Value

9

10 A **System.Int32** containing the hash code for this instance.

## 11 Description

12 The algorithm used to generate the hash code is unspecified.

13

14 [*Note:* This method overrides **System.Object.GetHashCode.**]

15

# ServicePoint.Address Property

```
[ILASM]
.property class System.Uri Address { public hidebysig
specialname instance class System.Uri get_Address() }

[C#]
public Uri Address { get; }
```

## Summary

Gets the Uniform Resource Identifier (URI) of the **System.Net.ServicePoint**.

## Property Value

A **System.Uri** instance representing the URI specified at the time the current instance was constructed.

## Description

This property is read-only.

[*Note:* The **System.Uri.Host** property of the **System.Uri** returned by this property names the host to which the current instance connects.]

# ServicePoint.ConnectionLimit Property

```
[ILASM]
.property int32 ConnectionLimit { public hidebysig
specialname instance int32 get_ConnectionLimit() public
hidebysig specialname instance void
set_ConnectionLimit(int32 value) }

[C#]
public int ConnectionLimit { get; set; }
```

## Summary

Gets or sets the maximum number of simultaneous connections that the **System.Net.ServicePoint** can make to an Internet host.

## Property Value

A **System.Int32** containing the maximum number of simultaneous connections allowed on the current **System.Net.ServicePoint**.

## Description

[Note: When the **System.Net.ServicePoint** is created, the value of this property is determined by the value of the **System.Net.ServicePointManager.DefaultConnectionLimit** property. Note that subsequent changes to **System.Net.ServicePointManager.DefaultConnectionLimit** have no effect on existing **System.Net.ServicePoint** instances.]

## Exceptions

Exception	Condition
<b>System.ArgumentOutOfRangeException</b>	The value specified for a set operation is less than or equal to zero.

## ServicePoint.ConnectionName Property

```
[ILASM]
.property string ConnectionName { public hidebysig
specialname instance string get_ConnectionName() }

[C#]
public string ConnectionName { get; }
```

### Summary

Gets the connection group name specified by the **System.Net.WebRequest** that created the connection.

### Property Value

A **System.String** containing the value of the **System.Net.WebRequest.ConnectionGroupName** property of the **System.Net.WebRequest** that initiated the connection provided by the current instance.

### Description

This property is read-only.

[*Note:* If this property is set, only **System.Net.WebRequest** instances with the same **System.Net.WebRequest.ConnectionGroupName** can communicate with the host using the current instance.]

# 1 ServicePoint.CurrentConnections Property

```
2 [ILASM]  
3 .property int32 CurrentConnections { public hidebysig  
4 specialname instance int32 get_CurrentConnections() }  
  
5 [C#]  
6 public int CurrentConnections { get; }
```

## 7 Summary

8 Gets the number of connections held by the current instance.

## 9 Property Value

10

11 A **System.Int32** containing the number of connections held by the  
12 current instance.

## 13 Description

14 This property is read-only.

15

16 [Note: The value of **System.Net.ServicePoint.CurrentConnections**  
17 cannot exceed that of **System.Net.ServicePoint.ConnectionLimit**.]

18

# ServicePoint.IdleSince Property

```
[ILASM]
.property valuetype System.DateTime IdleSince { public
hidebysig specialname instance valuetype System.DateTime
get_IdleSince() }

[C#]
public DateTime IdleSince { get; }
```

## Summary

Gets the date and time that the **System.Net.ServicePoint** was last connected to a host.

## Property Value

A **System.DateTime** instance containing the date and time at which the **System.Net.ServicePoint** was last connected.

## Description

This property is read-only.

[*Note:* When the difference between the current time and **System.Net.ServicePoint.IdleSince** exceeds the value of **System.Net.ServicePoint.MaxIdleTime**, the current instance is released by the **System.Net.ServicePointManager** and subsequently freed.]



# ServicePoint.MaxIdleTime Property

```
[ILASM]
.property int32 MaxIdleTime { public hidebysig specialname
instance int32 get_MaxIdleTime() public hidebysig
specialname instance void set_MaxIdleTime(int32 value) }

[C#]
public int MaxIdleTime { get; set; }
```

## Summary

Gets or sets the maximum amount of time the current instance can remain idle (unconnected to a host).

## Property Value

A **System.Int32** containing the number of milliseconds that a **System.Net.ServicePoint** can remain idle before it is released by the **System.Net.ServicePointManager** and subsequently freed.

## Description

[Note: When the difference between the current time and **System.Net.ServicePoint.IdleSince** exceeds the value of **System.Net.ServicePoint.MaxIdleTime**, the current instance is released by the **System.Net.ServicePointManager** and subsequently freed.]

The default value of this property is the value of the **System.Net.ServicePointManager.MaxServicePointIdleTime** property at the time the **System.Net.ServicePoint** was created.

## Exceptions

Exception	Condition
<b>System.ArgumentOutOfRangeException</b>	The value specified for a set operation is less than <b>System.Threading.Timeout.Infinite</b> or greater than <b>System.Int32.MaxValue</b> .

# ServicePoint.ProtocolVersion Property

```
[ILASM]
.property class System.Version ProtocolVersion { public
hidebysig virtual specialname class System.Version
get_ProtocolVersion() }

[C#]
public virtual Version ProtocolVersion { get; }
```

## Summary

Gets the version of the protocol that the **System.Net.ServicePoint** uses.

## Property Value

A **System.Version** instance containing the version of the protocol used by the **System.Net.ServicePoint**.

## Description

This property is read-only.

## Behaviors

As described above.

## Default

This property returns a **System.Version** instance initialized to **System.Net.HttpVersion.Version11**.

## How and When to Override

Override this property to return the version information for types derived from **System.Net.ServicePoint**.

## Usage

Use this property to determine the protocol version information used by the current instance.

# ServicePoint.SupportsPipelining Property

```
[ILASM]
.property bool SupportsPipelining { public hidebysig
specialname instance bool get_SupportsPipelining() }

[C#]
public bool SupportsPipelining { get; }
```

## Summary

A **System.Boolean** value that indicates whether the **System.Net.ServicePoint** supports pipelined connections.

## Property Value

**true** if the **System.Net.ServicePoint** supports pipelined connections; otherwise, **false**.

## Description

This property is read-only.

[*Note:* For information on pipelining, see IETF RFC 2068.]