

1 System.Net.Sockets.SocketType Enum

2
3

```
4 [ILASM]  
5 .class public sealed serializable SocketType extends  
6 System.Enum  
7 [C#]  
8 public enum SocketType
```

9 Assembly Info:

- 10 • Name: System
- 11 • Public Key: [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- 12 • Version: 1.0.x.x
- 13 • Attributes:
 - 14 ○ CLSCompliantAttribute(true)

15 Summary

16

17 Specifies the type of socket an instance of the
18 **System.Net.Sockets.Socket** class represents.

19 Inherits From: System.Enum

20

21 **Library:** Networking

22

23 Description

24 A **System.Net.Sockets.SocketType** member is required when
25 constructing instances of the **System.Net.Sockets.Socket** class and
26 specifies the functionality the instance supports.

27

1 SocketType.Dgram Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Dgram = 2  
  
5 [C#]  
6 Dgram = 2
```

7 Summary

8 Supports datagrams, which are connectionless, unreliable messages of
9 a fixed (typically small) maximum length. Uses the User Datagram
10 Protocol (**System.Net.Sockets.ProtocolType.Udp**) protocol and the
11 **System.Net.Sockets.AddressFamily.InterNetwork** address family.
12

1 SocketType.Raw Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Raw = 3  
  
5 [C#]  
6 Raw = 3
```

7 Summary

8 Supports access to the underlying transport protocol. Can
9 communicate through protocols other than
10 **System.Net.Sockets.ProtocolType.Tcp** and
11 **System.Net.Sockets.ProtocolType.Udp**, such as Internet Control
12 Message Protocol (**System.Net.Sockets.ProtocolType.Icmp**) and
13 Internet Group Management Protocol
14 (**System.Net.Sockets.ProtocolType.Igmp**).
15

1 SocketType.Rdm Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Rdm = 4  
  
5 [C#]  
6 Rdm = 4
```

7 Summary

8 Supports message-oriented, reliably delivered messages, and
9 preserves message boundaries in data.

10

1 SocketType.Seqpacket Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Seqpacket = 5  
  
5 [C#]  
6 Seqpacket = 5
```

7 Summary

8 Supports message-oriented, sequenced packets.

9

1 SocketType.Stream Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Stream = 1  
  
5 [C#]  
6 Stream = 1
```

7 Summary

8 Supports reliable, two-way, connection-based byte streams with an
9 out-of-band (OOB) data transmission mechanism. Uses the
10 Transmission Control Protocol
11 (**System.Net.Sockets.ProtocolType.Tcp**) protocol and the
12 **System.Net.Sockets.AddressFamily.InterNetwork** address family.
13

1 SocketType.Unknown Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Unknown = -1  
  
5 [C#]  
6 Unknown = -1
```

7 Summary

8 Unknown socket type.

9