

1 System.Net.Sockets.SocketShutdown 2 Enum

3
4

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

10 Assembly Info:

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

16 Summary

17

18 Specifies whether the ability to send or receive data is terminated
19 when the **System.Net.Sockets.Socket.Shutdown** method is called
20 on a connected **System.Net.Sockets.Socket** instance.

21 Inherits From: System.Enum

22

23 **Library:** Networking

24

25

26

1 SocketShutdown.Both Field

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

7 Summary

8 Specifies to terminate the ability to send and receive data on a
9 **System.Net.Sockets.Socket** instance.

10

1 SocketShutdown.Receive Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketShutdown Receive = 0  
  
5 [C#]  
6 Receive = 0
```

7 Summary

8 Specifies to terminate the ability to receive data on a
9 **System.Net.Sockets.Socket** instance.

10

1 SocketShutdown.Send Field

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

7 Summary

8 Specifies to terminate the ability to send data from a
9 **System.Net.Sockets.Socket** instance.

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