

# 1 System.Net.Sockets.SelectMode Enum

2  
3

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

## 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 mode used by the **System.Net.Sockets.Socket.Poll**  
18 method of the **System.Net.Sockets.Socket** class.

## 19 Inherits From: System.Enum

20

21 **Library:** Networking

22

## 23 Description

24 A **System.Net.Sockets.SelectMode** member specifies the status  
25 information (read, write, or error) to retrieve from the current  
26 **System.Net.Sockets.Socket** instance.

27

# 1 SelectMode.SelectError Field

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

## 7 Summary

8 Determine the error status of the current  
9 **System.Net.Sockets.Socket** instance.

10

# 1 SelectMode.SelectRead Field

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

## 7 Summary

8 Determine the read status of the current  
9 **System.Net.Sockets.Socket** instance.

10

# 1 SelectMode.SelectWrite Field

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

## 7 Summary

8 Determine the write status of the current  
9 **System.Net.Sockets.Socket** instance.

10