System.UIntPtr Structure

```
[ILASM]
.class public sequential sealed serializable UIntPtr
extends System.ValueType

[C#]
public struct UIntPtr
```

Assembly Info:

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

Type Attributes:

- CLSCompliantAttribute(false)

Summary

An implementation-specific type that is used to represent a pointer or a handle.

Inherits From: System.ValueType

Library: RuntimeInfrastructure

Thread Safety: This type is safe for multithreaded operations.

Description

The **System.UIntPtr** type is designed to be an implementation-sized pointer. An instance of this type is expected to be the size of a **native unsigned int** for the current implementation.

For more information on the **native unsigned int** type, see Partition II of the CLI Specification.

[*Note:* **System.UIntPtr** instances can also be used to hold handles.

The **System.IntPtr** type is CLS-compliant while the **System.UIntPtr** type is not. The **System.UIntPtr** type is provided mostly to maintain architectural symmetry with the **System.IntPtr** type.]

UIntPtr(System.UInt32) Constructor

[ILASM]

```
public rtspecialname specialname instance void
.ctor(unsigned int32 value)
```

[C#]

```
public UIntPtr(uint value)
```

Summary

Constructs a new **System.UIntPtr** structure using the specified **System.UInt32** containing a pointer or a handle.

Parameters

Parameter	Description
value	A **System.UInt32** containing a pointer or handle.

UIntPtr(System.UInt64) Constructor

```
[ILASM]
public rtspecialname specialname instance void
.ctor(unsigned int64 value)

[C#]
public UIntPtr(ulong value)
```

Summary

Constructs a new **System.UIntPtr** structure using the specified **System.UInt64** containing a pointer or a handle.

Parameters

Parameter	Description
value	A **System.UInt64** containing a pointer or a handle.

Exceptions

Exception	Condition
System.OverflowException	The current platform is a 32-bit platform and the value of the current instance is greater than **System.UInt32.MaxValue**.

UIntPtr.Zero Field

[ILASM]

```
.field public static initOnly valuetype System.UIntPtr Zero
```

[C#]

```
public static readonly UIntPtr Zero
```

Summary

Represents a pointer or handle that has been initialized as zero.

Description

[*Note:* The value of this field is not **null**, but is instead a pointer which has been assigned the value zero. Use this field to efficiently determine whether an instance of **System.UIntPtr** has been set to a value other than zero. For example, if *uip* is a **System.UIntPtr** instance, using *uip != UIntPtr.Zero* is more efficient than *uip != new UIntPtr(0)* to test if *uip* has been set to a value other than zero.]

UIntPtr.Equals(System.Object) Method

[ILASM]
```
.method public hidebysig virtual bool Equals(object obj)
```

[C#]
```
public override bool Equals(object obj)
```

Summary

Determines whether the current instance and the specified **System.Object** represent the same type and value.

Parameters

Parameter	Description
obj	The **System.Object** to compare to the current instance.

Return Value

true if *obj* is a **System.UIntPtr** instance and has the same value as the current instance. If *obj* is a null reference or is not an instance of **System.UIntPtr**, returns **false**.

Description

[*Note:* The method overrides **System.Object.Equals**.]

UIntPtr.GetHashCode() Method

[ILASM]
```
.method public hidebysig virtual int32 GetHashCode()
```

[C#]
```
public override int GetHashCode()
```

Summary

Generates a hash code for the current instance.

Return Value

A **System.Int32** containing the hash code for the current instance.

Description

[*Note:* The algorithm used to generate the hash code is unspecified.]

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

UIntPtr.op_Equality(System.UIntPtr, System.UIntPtr) Method

```
[ILASM]
.method public hidebysig static specialname bool
op_Equality(valuetype System.UIntPtr value1, valuetype
System.UIntPtr value2)

[C#]
public static bool operator ==(UIntPtr value1, UIntPtr
value2)
```

Summary

Determines whether the two specified instances of **System.UIntPtr** represent the same value.

Parameters

Parameter	Description
value1	The first **System.UIntPtr** to compare for equality.
value2	The second **System.UIntPtr** to compare for equality.

Return Value

true if *value1* represents the same value as *value2*; otherwise, **false**.

UIntPtr.op_Inequality(System.UIntPtr, System.UIntPtr) Method

[ILASM]

```
.method public hidebysig static specialname bool
op_Inequality(valuetype System.UIntPtr value1, valuetype
System.UIntPtr value2)
```

[C#]

```
public static bool operator !=(UIntPtr value1, UIntPtr
value2)
```

Summary

Determines whether two specified instances of **System.UIntPtr** represent different values.

Parameters

Parameter	Description
value1	The first **System.UIntPtr** to compare for inequality.
value2	The second **System.UIntPtr** to compare for inequality.

Return Value

true if *value1* represents a different value than *value2*; otherwise, **false**.

UIntPtr.ToPointer() Method

```
[ILASM]
.method public hidebysig instance class System.Void*
ToPointer()

[C#]
unsafe public void* ToPointer()
```

Summary

Converts the value of the current instance to a pointer to **void**.

Type Attributes:

- CLSCompliantAttribute(false)

Return Value

A pointer to **void**.

Description

[*Note:* A pointer to **void** points to memory containing data of an unspecified type.]

This method is not CLS-compliant. For a CLS-compliant alternative use **System.IntPtr.ToPointer**.

UIntPtr.ToString() Method

[ILASM]

```
.method public hidebysig virtual string ToString()
```

[C#]

```
public override string ToString()
```

Summary

Returns a **System.String** representation of the value of the current instance.

Return Value

A **System.String** representation of the current instance.

Description

[*Note:* If **System.UIntPtr.Size** for the current instance is 4, **System.UIntPtr.ToString** is equivalent to **System.UInt32.ToString**(); otherwise, this method is equivalent to**System.UInt64.ToString**().

This method overrides **System.Object.ToString**.]

UIntPtr.ToUInt32() Method

[ILASM]
```
.method public hidebysig instance unsigned int32 ToUInt32()
```

[C#]
```
public uint ToUInt32()
```

Summary

Converts the value of the current instance to a **System.UInt32**.

Return Value

A **System.UInt32** containing the same value as the current instance.

Exceptions

Exception	Condition
System.OverflowException	The current platform is not a 32-bit platform and the value of the current instance is greater than **System.UInt32.MaxValue**.

UIntPtr.ToUInt64() Method

[ILASM]
```
.method public hidebysig instance unsigned int64 ToUInt64()
```

[C#]
```
public ulong ToUInt64()
```

Summary

Converts the value of the current instance to a **System.UInt64**.

Return Value

A **System.UInt64** containing the same value as the current instance.

UIntPtr.Size Property

[ILASM]
```
.property int32 Size { public hidebysig static specialname
int32 get_Size() }
```

[C#]
```
public static int Size { get; }
```

Summary

Gets the size in bytes of a pointer or a handle for the current implementation.

Property Value

A **System.Int32** containing the number of bytes of a pointer or handle for the current implementation. The value of this property is equal to the number of bytes contained by the **native unsigned int** type in the current implementation.

Description

This property is read-only.

For more information on the **native unsigned int** type, see Partition II of the CLI Specification.