System.Reflection.TypeAttributes Enum

```
[ILASM]
.class public sealed serializable TypeAttributes extends
System.Enum

[C#]
public enum TypeAttributes
```

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:

- FlagsAttribute

Summary

Specifies attributes of a type.

Inherits From: System.Enum

Library: Reflection

This enumeration is used by the **System.Type** class.

TypeAttributes.Abstract Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes Abstract = 0x80

[C#]
Abstract = 0x80
```

Summary

Specifies that the type is not implemented in the declaring type.

TypeAttributes.AnsiClass Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes AnsiClass = 0x0

[C#]
AnsiClass = 0x0
```

Summary

Specifies that LPSTR is interpreted as ANSI.

TypeAttributes.AutoClass Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes AutoClass = 0x20000

[C#]
AutoClass = 0x20000
```

Summary

Specifies that LPSTR is interpreted automatically.

TypeAttributes.AutoLayout Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes AutoLayout = 0x0

[C#]
AutoLayout = 0x0
```

Summary

Specifies that fields of the type are automatically laid out by the system.

TypeAttributes.BeforeFieldInit Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes BeforeFieldInit = 0x100000

[C#]
BeforeFieldInit = 0x100000
```

Summary

Specifies that calling static methods of the type does not force the system to initialize the type.

TypeAttributes.Class Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes Class = 0x0

[C#]
Class = 0x0
```

Summary

Specifies that the type is a class.

TypeAttributes.ClassSemanticsMask Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes ClassSemanticsMask =
Interface

[C#]
ClassSemanticsMask = Interface
```

Summary

Specifies a bitmask used to determine whether a type is a class or interface.

TypeAttributes.ExplicitLayout Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes ExplicitLayout = 0x10

[C#]
ExplicitLayout = 0x10
```

Summary

Specifies that the layout of fields in the type is provided explicitly.

TypeAttributes.Interface Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes Interface = 0x20

[C#]
Interface = 0x20
```

Summary

Specifies that the type is an interface.

TypeAttributes.LayoutMask Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes LayoutMask =
SequentialLayout | ExplicitLayout

[C#]
LayoutMask = SequentialLayout | ExplicitLayout
```

Summary

Specifies a bitmask used to obtain layout information.

TypeAttributes.NestedAssembly Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes NestedAssembly = Public |
NestedFamily

[C#]
NestedAssembly = Public | NestedFamily
```

Summary

Specifies that the type is nested and is accessible only to members within its assembly.

TypeAttributes.NestedFamANDAssem Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes NestedFamANDAssem =
NestedPublic | NestedFamily

[C#]
NestedFamANDAssem = NestedPublic | NestedFamily
```

Summary

Specifies that the type is nested and is accessible only to members of its family in its assembly.

TypeAttributes.NestedFamily Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes NestedFamily = 0x4

[C#]
NestedFamily = 0x4
```

Summary

Specifies that the type is nested and is accessible only to members of its family.

TypeAttributes.NestedFamORAssem Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes NestedFamORAssem = Public
| NestedPublic | NestedFamily

[C#]
NestedFamORAssem = Public | NestedPublic | NestedFamily
```

Summary

Specifies that the type is nested and is accessible only to members of its family and throughout its assembly.

TypeAttributes.NestedPrivate Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes NestedPrivate = Public |
NestedPublic

[C#]
NestedPrivate = Public | NestedPublic
```

Summary

Specifies that the type is nested with private visibility.

TypeAttributes.NestedPublic Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes NestedPublic = 0x2

[C#]
NestedPublic = 0x2
```

Summary

Specifies that the type is nested with public visibility.

TypeAttributes.NotPublic Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes NotPublic = 0x0

[C#]
NotPublic = 0x0
```

Summary

Specifies that the type is not public.

TypeAttributes.Public Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes Public = 0x1

[C#]
Public = 0x1
```

Summary

Specifies that the type has public visibility.

TypeAttributes.Sealed Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes Sealed = 0x100

[C#]
Sealed = 0x100
```

Summary

Specifies that the type cannot be used to derive new types.

TypeAttributes.SequentialLayout Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes SequentialLayout = 0x8

[C#]
SequentialLayout = 0x8
```

Summary

Specifies that fields in the type are laid out sequentially.

TypeAttributes.SpecialName Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes SpecialName = 0x400

[C#]
SpecialName = 0x400
```

Summary

Specifies that the type is treated in a special way by some tools.

[*Note:* For more information on special names, see Partition I of the CLI Specification.

For more information on **SpecialName** in metadata, see Partition II of the CLI Specification.]

TypeAttributes.StringFormatMask Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes StringFormatMask =
UnicodeClass | AutoClass

[C#]
StringFormatMask = UnicodeClass | AutoClass
```

Summary

Specifies a bitmask used to obtain string format information.

TypeAttributes.UnicodeClass Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes UnicodeClass = 0x10000

[C#]
UnicodeClass = 0x10000
```

Summary

Specifies that LPSTR is interpreted as Unicode.

TypeAttributes.VisibilityMask Field

```
[ILASM]
.field public static literal valuetype
System.Reflection.TypeAttributes VisibilityMask = Public |
NestedPublic | NestedFamily

[C#]
VisibilityMask = Public | NestedPublic | NestedFamily
```

Summary

Specifies a bitmask used to obtain visibility information.