System.Threading.ThreadPriority Enum

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

[C#]
public enum ThreadPriority
```

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)

Summary

Specifies the scheduling priority of a **System.Threading.Thread**.

Inherits From: System.Enum

Library: BCL

Description

System.Threading.ThreadPriority values specify the relative scheduling priority of threads.

Operating systems are not guaranteed to support preemptive scheduling. Also, the concept of "thread priority" may not exist at all or its meaning may vary, depending on the underlying operating system. Implementers of this type are required to describe how the notion of thread priority maps to operating system priority. For more information about threads, see the **System.Threading.Thread** class.

The **System.Threading.Thread.Priority** property sets and returns the priority value information for a thread. Applications can request a scheduling priority for a thread by setting the **System.Threading.Thread.Priority** property to the appropriate **ThreadPriority** value. The default thread priority is **System.Threading.ThreadPriority.Normal**.

[*Note:* A thread cannot be scheduled if it is in the **System.Threading.ThreadState.Unstarted** state or the **System.Threading.ThreadState.Stopped** state.]

ThreadPriority.AboveNormal Field

```
[ILASM]
.field public static literal valuetype
System.Threading.ThreadPriority AboveNormal = 3

[C#]
AboveNormal = 3
```

Summary

Threads with this priority may be scheduled after threads with **System.Threading.ThreadPriority.Highest** priority and before those with **System.Threading.ThreadPriority.Normal** priority.

ThreadPriority.BelowNormal Field

```
[ILASM]
.field public static literal valuetype
System.Threading.ThreadPriority BelowNormal = 1


[C#]
BelowNormal = 1
```

Summary

Threads with this priority may be scheduled after threads with **System.Threading.ThreadPriority.Normal** priority, and before those with **System.Threading.ThreadPriority.Lowest** priority.

ThreadPriority.Highest Field

```
[ILASM]
.field public static literal valuetype
System.Threading.ThreadPriority Highest = 4


[C#]
Highest = 4
```

Summary

Threads with this priority may be scheduled before threads with any other priority.

ThreadPriority.Lowest Field

```
[ILASM]
.field public static literal valuetype
System.Threading.ThreadPriority Lowest = 0


[C#]
Lowest = 0
```

Summary

Threads with this priority may be scheduled after threads with any other priority.

ThreadPriority.Normal Field

```
[ILASM]
.field public static literal valuetype
System.Threading.ThreadPriority Normal = 2


[C#]
Normal = 2
```

Summary

Threads with this priority may be scheduled after threads with **System.Threading.ThreadPriority.AboveNormal** priority and before those with **System.Threading.ThreadPriority.BelowNormal** priority.

Threads have **System.Threading.ThreadPriority.Normal** priority by default.