System.Net.Sockets.SocketFlags Enum

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

[C#]
public enum SocketFlags
```

Assembly Info:

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

Type Attributes:

- FlagsAttribute

Summary

Controls the transfer behavior when sending and receiving data on a
System.Net.Sockets.Socket instance.

Inherits From: System.Enum

Library: Networking

Description

The following methods use this enumeration:

- **System.Net.Sockets.Socket.BeginReceive**

- **System.Net.Sockets.Socket.BeginReceiveFrom**

- **System.Net.Sockets.Socket.BeginSend**

- **System.Net.Sockets.Socket.BeginSendTo**

- **System.Net.Sockets.Socket.Receive**

- **System.Net.Sockets.Socket.ReceiveFrom**

- **System.Net.Sockets.Socket.Send**

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- **System.Net.Sockets.Socket.SendTo**

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SocketFlags.DontRoute Field

```
[ILASM]
.field public static literal valuetype
System.Net.Sockets.SocketFlags DontRoute = 0x4


[C#]
DontRoute = 0x4
```

Summary

Specifies not to use routing tables to transmit the data. If there is a
router between the local and destination addresses, the data will be
lost.

SocketFlags.None Field

```
[ILASM]
.field public static literal valuetype
System.Net.Sockets.SocketFlags None = 0x0


[C#]
None = 0x0
```

Summary

No flags are specified.

SocketFlags.OutOfBand Field

```
[ILASM]
.field public static literal valuetype
System.Net.Sockets.SocketFlags OutOfBand = 0x1


[C#]
OutOfBand = 0x1
```

Summary

Specifies to send or receive out-of-band (OOB) data. OOB data is specially marked data that can be received independently of unmarked data.

[*Note:* Used only with a connection-oriented protocol.]

SocketFlags.Partial Field

```
[ILASM]
.field public static literal valuetype
System.Net.Sockets.SocketFlags Partial = 0x8000


[C#]
Partial = 0x8000
```

Summary

Specifies that a partial message has been received.

[*Note:* Used only with a message-oriented protocol.]

SocketFlags.Peek Field

```
[ILASM]
.field public static literal valuetype
System.Net.Sockets.SocketFlags Peek = 0x2


[C#]
Peek = 0x2
```

Summary

Specifies to peek at the incoming data. This copies data to the input
buffer but does not remove it from the input queue.