

System.Net.Sockets.LingerOption Class

```
[ILASM]
.class public LingerOption extends System.Object

[C#]
public class LingerOption
```

Assembly Info:

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

Summary

Maintains information that specifies how a **System.Net.Sockets.Socket** instance with pending data behaves when the **System.Net.Sockets.Socket.Close** method of the socket is called.

Inherits From: System.Object

Library: Networking

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

Description

An instance of this class is passed into the **System.Net.Sockets.Socket.SetSocketOption** method and is returned by the **System.Net.Sockets.Socket.GetSocketOption** method when the *optionName* parameter is set to **System.Net.Sockets.SocketOptionName.Linger**.

When the **System.Net.Sockets.LingerOption.Enabled** property is **true**, any queued data continues to be sent until time equal to the setting of the **System.Net.Sockets.LingerOption.LingerTime** property has passed or until the input queue is empty. At this time, the connection is closed.

When the **System.Net.Sockets.LingerOption.LingerTime** property is zero or the **System.Net.Sockets.LingerOption.Enabled** property is **false**, calling **System.Net.Sockets.Socket.Close** immediately closes the socket and any pending data is lost.

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When setting the **System.Net.Sockets.SocketOptionName.Linger** option of an instance of the **System.Net.Sockets.Socket** class, a **System.ArgumentException** exception is thrown if the **System.Net.Sockets.LingerOption.LingerTime** property is less than zero or greater than **System.UInt16.MaxValue**.

1 LingerOption(System.Boolean, 2 System.Int32) Constructor

```
3 [ILASM]  
4 public rtspecialname specialname instance void .ctor(bool  
5 enable, int32 seconds)
```

```
6 [C#]  
7 public LingerOption(bool enable, int seconds)
```

8 Summary

9 Constructs and initializes a new instance of the
10 **System.Net.Sockets.LingerOption** class.

11 Parameters

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Parameter	Description
<i>enable</i>	A System.Boolean where true enables the linger option and false disables the option.
<i>seconds</i>	A System.Int32 that contains the number of seconds to remain connected after the System.Net.Sockets.Socket.Close method is called.

14

15 Description

16 The **System.Net.Sockets.LingerOption** instance is created with the
17 **System.Net.Sockets.LingerOption.Enabled** property set to *enable*
18 and the **System.Net.Sockets.LingerOption.LingerTime** property
19 set to *seconds*.

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1 LingerOption.Enabled Property

```
2 [ILASM]
3 .property bool Enabled { public hidebysig specialname
4 instance bool get_Enabled() public hidebysig specialname
5 instance void set_Enabled(bool value) }
6
7 [C#]
8 public bool Enabled { get; set; }
```

8 Summary

9 Gets or sets a **System.Boolean** value indicating whether the
10 connection remains open (lingers) for a period of time after the
11 **System.Net.Sockets.Socket.Close** method is called.

12 Property Value

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14 **true** to enable lingering after the **System.Net.Sockets.Socket.Close**
15 method is called; otherwise **false**.

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1 LingerOption.LingerTime Property

```
2 [ILASM]
3 .property int32 LingerTime { public hidebysig specialname
4 instance int32 get_LingerTime() public hidebysig
5 specialname instance void set_LingerTime(int32 value) }
6
7 [C#]
8 public int LingerTime { get; set; }
```

8 Summary

9 Gets or sets the amount of time to remain connected after the
10 **System.Net.Sockets.Socket.Close** method is called.

11 Property Value

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13 A **System.Int32** that contains the amount of time, in seconds, to
14 remain connected after calling the
15 **System.Net.Sockets.Socket.Close** method.

16 Description

17 When setting the **System.Net.Sockets.SocketOptionName.Linger**
18 option of an instance of the **System.Net.Sockets.Socket** class, a
19 **System.ArgumentException** exception is thrown if the
20 **System.Net.Sockets.LingerOption.LingerTime** property is less
21 than zero or greater than **System.UInt16.MaxValue**.

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