

# System.Net.ServicePointManager Class

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

[C#]
public class ServicePointManager
```

## Assembly Info:

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

## Summary

Manages **System.Net.ServicePoint** instances.

## Inherits From: System.Object

**Library:** Networking

**Thread Safety:** The public static fields exposed in **ServicePointManager** are not thread safe. Changing one of these values in one thread will change the value for any other thread subsequently accessing the field.

## Description

**System.Net.ServicePointManager** creates, maintains, and deletes **System.Net.ServicePoint** instances.

When an application requests a connection to an Internet resource through the **System.Net.ServicePointManager**, the **System.Net.ServicePointManager** returns a **System.Net.ServicePoint** instance containing connection information for the host identified by the Uniform Resource Identifier (URI) of the resource. If there is an existing **System.Net.ServicePoint** for that host, the **System.Net.ServicePointManager** returns the existing **System.Net.ServicePoint**, otherwise the **System.Net.ServicePointManager** creates a new **System.Net.ServicePoint** instance.

# 1 ServicePointManager.DefaultNonPersistentConnectionLimit Field

```
3 [ILASM]  
4 .field public static literal int32  
5 DefaultNonPersistentConnectionLimit = 4  
  
6 [C#]  
7 public const int DefaultNonPersistentConnectionLimit = 4
```

## 8 Summary

9 The default number of non-persistent connections allowed on a  
10 **System.Net.ServicePoint**.

## 11 Description

12 This field is read-only.  
13  
14 The value of this field is 4.

15

# 1 ServicePointManager.DefaultPersistentCo 2 nnectionLimit Field

```
3 [ILASM]  
4 .field public static literal int32  
5 DefaultPersistentConnectionLimit = 2  
  
6 [C#]  
7 public const int DefaultPersistentConnectionLimit = 2
```

## 8 Summary

9 The default number of persistent connections allowed on a  
10 **System.Net.ServicePoint**.

## 11 Description

12 This field is read-only.  
13  
14 The value of this field is 2.

15

# 1 ServicePointManager.FindServicePoint(Sy 2 stem.Uri) Method

```
3 [ILASM]  
4 .method public hidebysig static class  
5 System.Net.ServicePoint FindServicePoint(class System.Uri  
6 address)  
  
7 [C#]  
8 public static ServicePoint FindServicePoint(Uri address)
```

## 9 Summary

10 Finds an existing **System.Net.ServicePoint** or creates a new  
11 **System.Net.ServicePoint** to connect to the specified host.

## 12 Parameters

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Parameter	Description
<i>address</i>	A <b>System.Uri</b> containing the Internet host to contact.

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## 16 Return Value

18 A **System.Net.ServicePoint** that connects to the host identified in  
19 *address*.

## 20 Description

21 This method is identical to  
22 **System.Net.ServicePointManager.FindServicePoint**(*address*,  
23 **System.Net.GlobalProxySelection.GetEmptyWebProxy**).  
24

25 If no **System.Net.ServicePoint** exists for the host named in *address*,  
26 the **System.Net.ServicePointManager** attempts to create one.

## 27 Exceptions

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Exception	Condition
<b>System.ArgumentNullException</b>	<i>address</i> is <b>null</b> .
<b>System.InvalidOperationException</b>	The maximum number of service points defined in <b>System.Net.ServicePointManager.MaxServicePo</b> has been reached and there is no service point that connects to the specified host.

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# 1 ServicePointManager.FindServicePoint(Sy 2 stem.String, System.Net.IWebProxy) 3 Method

```
4 [ILASM]  
5 .method public hidebysig static class  
6 System.Net.ServicePoint FindServicePoint(string uriString,  
7 class System.Net.IWebProxy proxy)  
  
8 [C#]  
9 public static ServicePoint FindServicePoint(string  
10 uriString, IWebProxy proxy)
```

## 11 Summary

12 Finds an existing **System.Net.ServicePoint** or creates a new  
13 **System.Net.ServicePoint** to connect to the specified host.

## 14 Parameters

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Parameter	Description
<i>uriString</i>	A <b>System.String</b> containing a URI that names the host to contact.
<i>proxy</i>	A <b>System.Net.IWebProxy</b> that represents a proxy server to access.

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## Return Value

20 A **System.Net.ServicePoint** that connects to the host identified in  
21 *uriString*.

## 22 Description

23 This method is identical to  
24 **System.Net.ServicePointManager.FindServicePoint**(new  
25 **System.Uri**(*uriString*), *proxy*).

26  
27 If no **System.Net.ServicePoint** exists for the host named in  
28 *uriString*, the **System.Net.ServicePointManager** attempts to create  
29 one.

## 30 Exceptions

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Exception	Condition
<b>System.ArgumentNullException</b>	<i>uriString</i> is <b>null</b> .

<b>System.UriFormatException</b>	The URI specified in <i>uriString</i> is in an invalid form.
<b>System.InvalidOperationException</b>	The maximum number of service points defined in <b>System.Net.ServicePointManager.MaxServicePo</b> has been reached and there is no service point that connects to the specified host.

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# 1 ServicePointManager.FindServicePoint(System.Uri, System.Net.IWebProxy) Method

```
3 [ILASM]
4 .method public hidebysig static class
5 System.Net.ServicePoint FindServicePoint(class System.Uri
6 address, class System.Net.IWebProxy proxy)
7
8 [C#]
9 public static ServicePoint FindServicePoint(Uri address,
10 IWebProxy proxy)
```

## 10 Summary

11 Finds an existing **System.Net.ServicePoint** or creates a new  
12 **System.Net.ServicePoint** to connect to the specified host.

## 13 Parameters

Parameter	Description
<i>address</i>	A <b>System.Uri</b> instance containing the address of the Internet resource to contact.
<i>proxy</i>	A <b>System.Net.IWebProxy</b> that represents a proxy server to access.

## 16 Return Value

19 A **System.Net.ServicePoint** that connects to the host identified in  
20 *address*.

## 21 Description

22 If no **System.Net.ServicePoint** exists for the **System.Uri.Host**  
23 specified in *address*, the **System.Net.ServicePointManager**  
24 attempts to create one.

## 25 Exceptions

Exception	Condition
<b>System.ArgumentNullException</b>	<i>address</i> is <b>null</b> .
<b>System.InvalidOperationException</b>	The maximum number of service points defined in <b>System.Net.ServicePointManager.MaxServicePo</b> has been reached and there is no service point that connects to the specified host.

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# 1 ServicePointManager.DefaultConnectionLimit 2 mit Property

```
3 [ILASM]  
4 .property int32 DefaultConnectionLimit { public hidebysig  
5 static specialname int32 get_DefaultConnectionLimit()  
6 public hidebysig static specialname void  
7 set_DefaultConnectionLimit(int32 value) }  
  
8 [C#]  
9 public static int DefaultConnectionLimit { get; set; }
```

## 10 Summary

11 Gets or sets the maximum number of concurrent connections allowed  
12 by a **System.Net.ServicePoint** instance.

## 13 Property Value

14  
15 A **System.Int32** containing the maximum number of concurrent  
16 connections allowed by a **System.Net.ServicePoint** instance.

## 17 Description

18 The **System.Net.ServicePointManager.DefaultConnectionLimit**  
19 property sets the default maximum number of concurrent connections  
20 that the **System.Net.ServicePointManager** assigns to the  
21 **System.Net.ServicePoint.ConnectionLimit** property when creating  
22 **System.Net.ServicePoint** instances.

23  
24 [Note: Changing the  
25 **System.Net.ServicePointManager.DefaultConnectionLimit**  
26 property has no effect on existing **System.Net.ServicePoint**  
27 instances; it affects only **System.Net.ServicePoint** instances that are  
28 initialized after the change.]

## 29 Exceptions

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Exception	Condition
<b>System.ArgumentOutOfRangeException</b>	The value specified for a set operation is less than or equal to zero.

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# 1 ServicePointManager.MaxServicePointIdle 2 Time Property

```
3 [ILASM]  
4 .property int32 MaxServicePointIdleTime { public hideby sig  
5 static specialname int32 get_MaxServicePointIdleTime()  
6 public hideby sig static specialname void  
7 set_MaxServicePointIdleTime(int32 value) }  
  
8 [C#]  
9 public static int MaxServicePointIdleTime { get; set; }
```

## 10 Summary

11 Gets or sets the maximum amount of time a  
12 **System.Net.ServicePoint** instance can be idle, after which resources  
13 allocated to the service point can be released.

## 14 Property Value

16 A **System.Int32** containing the maximum idle time, in milliseconds, of  
17 a **System.Net.ServicePoint** instance.

## 18 Description

19 A **System.Net.ServicePoint** is idle when the list of connections  
20 associated with the **System.Net.ServicePoint** is empty.

21  
22 The **System.Net.ServicePointManager.MaxServicePointIdleTime**  
23 property holds the value for the maximum idle time for service points.  
24 When a **System.Net.ServicePoint** instance is created, this value is  
25 assigned to its **System.Net.ServicePoint.MaxIdleTime** property.  
26 Changes to the value of this property affect only  
27 **System.Net.ServicePoint** instances that are initialized after this  
28 property is changed.

30 After a **System.Net.ServicePoint** has been idle for the time specified  
31 in **System.Net.ServicePoint.MaxIdleTime**, it is released by the  
32 service point manager, and any resources allocated for it are freed.

34 The default value of this property is implementation defined.

## 35 Exceptions

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Exception	Condition
<b>System.ArgumentOutOfRangeException</b>	The value specified for a set operation is less than

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	<b>System.Threading.Timeout.Infinite</b> or greater than <b>System.Int32.MaxValue</b>
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# 1 ServicePointManager.MaxServicePoints

## 2 Property

```
3 [ILASM]
4 .property int32 MaxServicePoints { public hidebysig static
5 specialname int32 get_MaxServicePoints() public hidebysig
6 static specialname void set_MaxServicePoints(int32 value) }
7
8 [C#]
9 public static int MaxServicePoints { get; set; }
```

### 9 Summary

10 Gets or sets the maximum number of **System.Net.ServicePoint**  
11 instances managed by this class at any time.

### 12 Property Value

14 A **System.Int32** containing the maximum number of  
15 **System.Net.ServicePoint** instances to maintain.

### 16 Description

17 If this property is set to a value that is less than the number of  
18 **System.Net.ServicePoint** instances currently in existence, the  
19 **System.Net.ServicePointManager** deletes the  
20 **System.Net.ServicePoint** instances with the longest idle times. If  
21 the number of **System.Net.ServicePoint** instances with active  
22 connections is greater than the value of  
23 **System.Net.ServicePointManager.MaxServicePoints**, the  
24 **System.Net.ServicePointManager** deletes  
25 **System.Net.ServicePoint** instances as they become idle.

27 [*Note:* The default value of the  
28 **System.Net.ServicePointManager.MaxServicePoints** property is  
29 0, which indicates there is no limit to the number of  
30 **System.Net.ServicePoint** instances.]

### 31 Exceptions

Exception	Condition
<b>System.ArgumentOutOfRangeException</b>	The value specified for a set operation is less than zero or greater than <b>System.Int32.MaxValue</b>

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