

# System.Net.Sockets.SocketType Enum

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

[C#]
public enum SocketType
```

## 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

Specifies the type of socket an instance of the **System.Net.Sockets.Socket** class represents.

## Inherits From: System.Enum

**Library:** Networking

## Description

A **System.Net.Sockets.SocketType** member is required when constructing instances of the **System.Net.Sockets.Socket** class and specifies the functionality the instance supports.

# 1 SocketType.Dgram Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Dgram = 2  
  
5 [C#]  
6 Dgram = 2
```

## 7 Summary

8 Supports datagrams, which are connectionless, unreliable messages of  
9 a fixed (typically small) maximum length. Uses the User Datagram  
10 Protocol (**System.Net.Sockets.ProtocolType.Udp**) protocol and the  
11 **System.Net.Sockets.AddressFamily.InterNetwork** address family.  
12

# 1 SocketType.Raw Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Raw = 3  
  
5 [C#]  
6 Raw = 3
```

## 7 Summary

8 Supports access to the underlying transport protocol. Can  
9 communicate through protocols other than  
10 **System.Net.Sockets.ProtocolType.Tcp** and  
11 **System.Net.Sockets.ProtocolType.Udp**, such as Internet Control  
12 Message Protocol (**System.Net.Sockets.ProtocolType.Icmp**) and  
13 Internet Group Management Protocol  
14 (**System.Net.Sockets.ProtocolType.Igmp**).  
15

## 1 SocketType.Rdm Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Rdm = 4  
  
5 [C#]  
6 Rdm = 4
```

## 7 Summary

8 Supports message-oriented, reliably delivered messages, and  
9 preserves message boundaries in data.

10

## 1 SocketType.Seqpacket Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Seqpacket = 5  
  
5 [C#]  
6 Seqpacket = 5
```

## 7 Summary

8 Supports message-oriented, sequenced packets.

9

# 1 SocketType.Stream Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Stream = 1  
  
5 [C#]  
6 Stream = 1
```

## 7 Summary

8 Supports reliable, two-way, connection-based byte streams with an  
9 out-of-band (OOB) data transmission mechanism. Uses the  
10 Transmission Control Protocol  
11 (**System.Net.Sockets.ProtocolType.Tcp**) protocol and the  
12 **System.Net.Sockets.AddressFamily.InterNetwork** address family.  
13

## 1 SocketType.Unknown Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketType Unknown = -1  
  
5 [C#]  
6 Unknown = -1
```

## 7 Summary

8 Unknown socket type.

9