

# 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:* 2.0.x.x
- *Attributes:*
  - 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`
- `System.Net.Sockets.Socket.SendTo`



## 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.