

1 System.Reflection.TypeAttributes Enum

```
2 [ILAsm]  
3 .class public sealed serializable TypeAttributes extends System.Enum  
4 [C#]  
5 public enum TypeAttributes
```

6 Assembly Info:

- 7 • *Name:* mscorlib
- 8 • *Public Key:* [00 00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- 9 • *Version:* 2.0.x.x
- 10 • *Attributes:*
 - 11 ○ CLSCompliantAttribute(true)

12 Type Attributes:

- 13 • FlagsAttribute

14 Summary

15 Specifies attributes of a type.

16 Inherits From: System.Enum

17

18 Library: Reflection

19 This enumeration is used by the `System.Type` class.

20

1 TypeAttributes.Abstract Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 Abstract = 0x80  
5 [C#]  
6 Abstract = 0x80
```

7 Summary

8 Specifies that the type is not implemented in the declaring type.

9

1 TypeAttributes.AnsiClass Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 AnsiClass = 0x0  
  
5 [C#]  
6 AnsiClass = 0x0
```

7 Summary

8 Specifies that LPSTR is interpreted as ANSI.

9

1 TypeAttributes.AutoClass Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 AutoClass = 0x20000  
5 [C#]  
6 AutoClass = 0x20000
```

7 Summary

8 Specifies that LPSTR is interpreted automatically.

9

1 TypeAttributes.AutoLayout Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 AutoLayout = 0x0  
  
5 [C#]  
6 AutoLayout = 0x0
```

7 Summary

8 Specifies that fields of the type are automatically laid out by the system.

9

1 TypeAttributes.BeforeFieldInit Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 BeforeFieldInit = 0x100000  
  
5 [C#]  
6 BeforeFieldInit = 0x100000
```

7 Summary

8 Specifies that calling static methods of the type does not force the system to initialize
9 the type.

10

1 TypeAttributes.Class Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 Class = 0x0  
  
5 [C#]  
6 Class = 0x0
```

7 Summary

8 Specifies that the type is a class.

9

1 TypeAttributes.ClassSemanticsMask Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 ClassSemanticsMask = Interface  
  
5 [C#]  
6 ClassSemanticsMask = Interface
```

7 Summary

8 Specifies a bitmask used to determine whether a type is a class or interface.

9

1 TypeAttributes.CustomFormatClass Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 CustomFormatClass = 0x30000  
  
5 [C#]  
6 CustomFormatClass = 0x30000
```

7 Summary

8 Specifies that LPSTR is interpreted by some implementation-specific means, which
9 includes the possibility of throwing a `System.NotSupportedException`.

10

1 TypeAttributes.CustomStringFormatMask 2 Field

```
3 [ILAsm]  
4 .field public static literal valuetype System.Reflection.TypeAttributes  
5 CustomStringFormatMask = 0xC00000  
  
6 [C#]  
7 CustomStringFormatMask = 0xC00000
```

8 Summary

9 .This mask is used to retrieve non-standard encoding information for
10 System.Reflection.TypeAttributes.CustomFormatClass. The meaning of the values
11 of these two bits is unspecified.

12

1 TypeAttributes.ExplicitLayout Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 ExplicitLayout = 0x10  
  
5 [C#]  
6 ExplicitLayout = 0x10
```

7 Summary

8 Specifies that the layout of fields in the type is provided explicitly.

9

1 TypeAttributes.Interface Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 Interface = 0x20  
  
5 [C#]  
6 Interface = 0x20
```

7 Summary

8 Specifies that the type is an interface.

9

1 TypeAttributes.LayoutMask Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 LayoutMask = SequentialLayout | ExplicitLayout  
  
5 [C#]  
6 LayoutMask = SequentialLayout | ExplicitLayout
```

7 Summary

8 Specifies a bitmask used to obtain layout information.

9

1 TypeAttributes.NestedAssembly Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 NestedAssembly = Public | NestedFamily  
  
5 [C#]  
6 NestedAssembly = Public | NestedFamily
```

7 Summary

8 Specifies that the type is nested and is accessible only to members within its assembly.

9

1 TypeAttributes.NestedFamANDAssem Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 NestedFamANDAssem = NestedPublic | NestedFamily  
  
5 [C#]  
6 NestedFamANDAssem = NestedPublic | NestedFamily
```

7 Summary

8 Specifies that the type is nested and is accessible only to members of its family in its
9 assembly.

10

1 TypeAttributes.NestedFamily Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 NestedFamily = 0x4  
  
5 [C#]  
6 NestedFamily = 0x4
```

7 Summary

8 Specifies that the type is nested and is accessible only to members of its family.

9

1 TypeAttributes.NestedFamORAssem Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 NestedFamORAssem = Public | NestedPublic | NestedFamily  
  
5 [C#]  
6 NestedFamORAssem = Public | NestedPublic | NestedFamily
```

7 Summary

8 Specifies that the type is nested and is accessible only to members of its family and
9 throughout its assembly.

10

1 TypeAttributes.NestedPrivate Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 NestedPrivate = Public | NestedPublic  
  
5 [C#]  
6 NestedPrivate = Public | NestedPublic
```

7 Summary

8 Specifies that the type is nested with private visibility.

9

1 TypeAttributes.NestedPublic Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 NestedPublic = 0x2  
  
5 [C#]  
6 NestedPublic = 0x2
```

7 Summary

8 Specifies that the type is nested with public visibility.

9

1 TypeAttributes.NotPublic Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 NotPublic = 0x0  
  
5 [C#]  
6 NotPublic = 0x0
```

7 Summary

8 Specifies that the type is not public.

9

1 TypeAttributes.Public Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 Public = 0x1  
  
5 [C#]  
6 Public = 0x1
```

7 Summary

8 Specifies that the type has public visibility.

9

1 TypeAttributes.Sealed Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 Sealed = 0x100  
  
5 [C#]  
6 Sealed = 0x100
```

7 Summary

8 Specifies that the type cannot be used to derive new types.

9

1 TypeAttributes.SequentialLayout Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 SequentialLayout = 0x8  
  
5 [C#]  
6 SequentialLayout = 0x8
```

7 Summary

8 Specifies that fields in the type are laid out sequentially.

9

1 TypeAttributes.SpecialName Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 SpecialName = 0x400  
  
5 [C#]  
6 SpecialName = 0x400
```

7 Summary

8 Specifies that the type is treated in a special way by some tools.

9

10 [*Note:* For more information on special names, see Partition I of the CLI Specification.

11

12 For more information on `SpecialName` in metadata, see Partition II of the CLI
13 Specification.

14

15]

16

1 TypeAttributes.StringFormatMask Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 StringFormatMask = UnicodeClass | AutoClass  
  
5 [C#]  
6 StringFormatMask = UnicodeClass | AutoClass
```

7 Summary

8 Specifies a bitmask used to obtain string format information.

9

1 TypeAttributes.UnicodeClass Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 UnicodeClass = 0x10000  
  
5 [C#]  
6 UnicodeClass = 0x10000
```

7 Summary

8 Specifies that LPSTR is interpreted as Unicode.

9

1 TypeAttributes.VisibilityMask Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Reflection.TypeAttributes  
4 VisibilityMask = Public | NestedPublic | NestedFamily  
  
5 [C#]  
6 VisibilityMask = Public | NestedPublic | NestedFamily
```

7 Summary

8 Specifies a bitmask used to obtain visibility information.

9