

# System.Runtime.CompilerServices.IsVolatile Class

```
[ILAsm]
.class public sealed IsVolatile extends System.Object

[C#]
public sealed class IsVolatile
```

## Assembly Info:

- *Name:* mscorlib
- *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)

## Summary

Marks a location in the memory store as volatile.

## Inherits From: System.Object

**Library:** RuntimeInfrastructure

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

## Description

`System.Runtime.CompilerServices.IsVolatile` is a class used only in custom modifiers of method signatures to indicate that a location in the memory store (see "The Memory Store" in Partition I) is "volatile".

When used as a required modifier, any compiler that successfully imports metadata that describes a memory location as "volatile" is required to use `volatile.` prefixed instructions to access such locations. Examples of such locations are volatile fields, volatile targets of pointers, and volatile elements of arrays.

[*Note:* For most languages, it is recommended that the notion of "volatile" be attached to locations using language syntax instead of custom modifiers.

The types in `System.Runtime.CompilerServices` are intended primarily for use by compilers, not application programmers. They allow compilers to easily implement certain language features that are not directly visible to programmers.

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For more information on custom modifiers, see Partition II of the CLI Specification.

