

# 1 System.Net.Sockets.SocketFlags Enum

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

## 6 Assembly Info:

- 7 • *Name:* System
- 8 • *Public Key:* [00 00 00 00 00 00 00 00 04 00 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 Controls the transfer behavior when sending and receiving data on a  
16 System.Net.Sockets.Socket instance.

## 17 Inherits From: System.Enum

18

19 **Library:** Networking

20

## 21 Description

22 The following methods use this enumeration:

- 23 • System.Net.Sockets.Socket.BeginReceive
- 24 • System.Net.Sockets.Socket.BeginReceiveFrom
- 25 • System.Net.Sockets.Socket.BeginSend
- 26 • System.Net.Sockets.Socket.BeginSendTo
- 27 • System.Net.Sockets.Socket.Receive
- 28 • System.Net.Sockets.Socket.ReceiveFrom
- 29 • System.Net.Sockets.Socket.Send
- 30 • System.Net.Sockets.Socket.SendTo



# 1 SocketFlags.DontRoute Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Net.Sockets.SocketFlags  
4 DontRoute = 0x4  
  
5 [C#]  
6 DontRoute = 0x4
```

## 7 Summary

8 Specifies not to use routing tables to transmit the data. If there is a router between the  
9 local and destination addresses, the data will be lost.

10

# 1 SocketFlags.None Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Net.Sockets.SocketFlags None  
4 = 0x0  
5 [C#]  
6 None = 0x0
```

## 7 Summary

8 No flags are specified.

9

# 1 SocketFlags.OutOfBand Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Net.Sockets.SocketFlags  
4 OutOfBand = 0x1  
  
5 [C#]  
6 OutOfBand = 0x1
```

## 7 Summary

8 Specifies to send or receive out-of-band (OOB) data. OOB data is specially marked data  
9 that can be received independently of unmarked data.

10  
11 [*Note:* Used only with a connection-oriented protocol.

12  
13 ]

14

# 1 SocketFlags.Partial Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Net.Sockets.SocketFlags  
4 Partial = 0x8000  
5 [C#]  
6 Partial = 0x8000
```

## 7 Summary

8 Specifies that a partial message has been received.

9

10 [*Note:* Used only with a message-oriented protocol.

11

12 ]

13

# 1 SocketFlags.Peek Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Net.Sockets.SocketFlags Peek  
4 = 0x2  
  
5 [C#]  
6 Peek = 0x2
```

## 7 Summary

8 Specifies to peek at the incoming data. This copies data to the input buffer but does not  
9 remove it from the input queue.

10