

# 1 System.Net.Sockets.SelectMode Enum

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

## 6 Assembly Info:

- 7 • *Name:* System
- 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 Summary

13 Specifies the mode used by the `System.Net.Sockets.Socket.Poll` method of the  
14 `System.Net.Sockets.Socket` class.

## 15 Inherits From: System.Enum

16

17 **Library:** Networking

18

## 19 Description

20 A `System.Net.Sockets.SelectMode` member specifies the status information (read,  
21 write, or error) to retrieve from the current `System.Net.Sockets.Socket` instance.

22

# 1 SelectMode.SelectError Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Net.Sockets.SelectMode  
4 SelectError = 2  
  
5 [C#]  
6 SelectError = 2
```

## 7 Summary

8 Determine the error status of the current `System.Net.Sockets.Socket` instance.

9

# 1 SelectMode.SelectRead Field

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

## 7 Summary

8 Determine the read status of the current System.Net.Sockets.Socket instance.

9

# 1 SelectMode.SelectWrite Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Net.Sockets.SelectMode  
4 SelectWrite = 1  
  
5 [C#]  
6 SelectWrite = 1
```

## 7 Summary

8 Determine the write status of the current `System.Net.Sockets.Socket` instance.

9