

# System.TypeUnloadedException Class

```
[ILAsm]
.class public serializable TypeUnloadedException extends
System.SystemException

[C#]
public class TypeUnloadedException: SystemException
```

## 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

Represents the error that occurs when there is an attempt to access a `System.Type` that has been unloaded.

## Inherits From: System.SystemException

**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.

# TypeUnloadedException() Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor()

[C#]
public TypeUnloadedException()
```

## Summary

Constructs and initializes a new instance of the `System.TypeUnloadedException` class.

## Description

This constructor initializes the `System.TypeUnloadedException.Message` property of the new instance to a system-supplied message that describes the error, such as "Type has been unloaded." This message takes into account the current system culture.

The `System.TypeUnloadedException.InnerException` property of the new instance is initialized to `null`.

# TypeUnloadedException(System.String) Constructor

```
[ILAsm]  
public rtspecialname specialname instance void .ctor(string message)  
  
[C#]  
public TypeUnloadedException(string message)
```

## Summary

Constructs and initializes a new instance of the `System.TypeUnloadedException` class.

## Parameters

Parameter	Description
<i>message</i>	A <code>System.String</code> that describes the error. The content of <i>message</i> is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture.

## Description

This constructor initializes the `System.TypeUnloadedException.Message` property of the new instance using *message*. If *message* is null, the `System.TypeUnloadedException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments.

The `System.TypeUnloadedException.InnerException` property of the new instance is initialized to null.

# TypeUnloadedException(System.String, System.Exception) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message, class
System.Exception innerException)

[C#]
public TypeUnloadedException(string message, Exception innerException)
```

## Summary

Constructs and initializes a new instance of the `System.TypeUnloadedException` class.

## Parameters

Parameter	Description
<i>message</i>	A <code>System.String</code> that describes the error. The content of <i>message</i> is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture.
<i>innerException</i>	An instance of <code>System.Exception</code> that is the cause of the current exception. If <i>innerException</i> is non-null, then the current <code>Exception</code> was raised in a catch block handling <i>innerException</i> .

## Description

This constructor initializes the `System.TypeUnloadedException.Message` property of the new instance using *message* and the `System.TypeUnloadedException.InnerException` property using *innerException*. If *message* is null, the `System.TypeUnloadedException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments.

[*Note:* For more information on inner exceptions, see `System.Exception.InnerException`.]