

System.Reflection.TypeAttributes Enum

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

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)

Type Attributes:

- FlagsAttribute

Summary

Specifies attributes of a type.

Inherits From: System.Enum

Library: Reflection

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

TypeAttributes.Abstract Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
Abstract = 0x80  
  
[C#]  
Abstract = 0x80
```

Summary

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

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

TypeAttributes.AutoLayout Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
AutoLayout = 0x0  
  
[C#]  
AutoLayout = 0x0
```

Summary

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

TypeAttributes.BeforeFieldInit Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
BeforeFieldInit = 0x100000  
  
[C#]  
BeforeFieldInit = 0x100000
```

Summary

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

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

TypeAttributes.ClassSemanticsMask Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
ClassSemanticsMask = Interface  
  
[C#]  
ClassSemanticsMask = Interface
```

Summary

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

TypeAttributes.CustomFormatClass Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
CustomFormatClass = 0x30000  
  
[C#]  
CustomFormatClass = 0x30000
```

Summary

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

TypeAttributes.CustomStringFormatMask Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
CustomStringFormatMask = 0xC00000  
  
[C#]  
CustomStringFormatMask = 0xC00000
```

Summary

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

TypeAttributes.ExplicitLayout Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
ExplicitLayout = 0x10  
  
[C#]  
ExplicitLayout = 0x10
```

Summary

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

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

TypeAttributes.LayoutMask Field

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

Summary

Specifies a bitmask used to obtain layout information.

TypeAttributes.NestedAssembly Field

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

Summary

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

TypeAttributes.NestedFamANDAssem Field

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

Summary

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

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

TypeAttributes.NestedFamORAssem Field

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

Summary

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

TypeAttributes.NestedPrivate Field

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

Summary

Specifies that the type is nested with private visibility.

TypeAttributes.NestedPublic Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
NestedPublic = 0x2  
  
[C#]  
NestedPublic = 0x2
```

Summary

Specifies that the type is nested with public visibility.

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

TypeAttributes.Sealed Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
Sealed = 0x100  
  
[C#]  
Sealed = 0x100
```

Summary

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

TypeAttributes.SequentialLayout Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
SequentialLayout = 0x8  
  
[C#]  
SequentialLayout = 0x8
```

Summary

Specifies that fields in the type are laid out sequentially.

TypeAttributes.SpecialName Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
SpecialName = 0x400  
  
[C#]  
SpecialName = 0x400
```

Summary

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

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

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

]

TypeAttributes.StringFormatMask Field

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

Summary

Specifies a bitmask used to obtain string format information.

TypeAttributes.UnicodeClass Field

```
[ILAsm]  
.field public static literal valuetype System.Reflection.TypeAttributes  
UnicodeClass = 0x10000  
  
[C#]  
UnicodeClass = 0x10000
```

Summary

Specifies that LPSTR is interpreted as Unicode.

TypeAttributes.VisibilityMask Field

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

Summary

Specifies a bitmask used to obtain visibility information.