

# 1 System.Threading.ThreadPriority Enum

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

## 6 Assembly Info:

- 7 • *Name:* mscorlib
- 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 Summary

13 Specifies the scheduling priority of a `System.Threading.Thread`.

## 14 Inherits From: System.Enum

15

16 **Library:** BCL

17

## 18 Description

19 `System.Threading.ThreadPriority` values specify the relative scheduling priority of  
20 threads.

21

22 Operating systems are not guaranteed to support preemptive scheduling. Also, the  
23 concept of "thread priority" might not exist at all or its meaning might vary, depending  
24 on the underlying operating system. Implementers of this type are required to describe  
25 how the notion of thread priority maps to operating system priority. For more  
26 information about threads, see the `System.Threading.Thread` class.

27

28 The `System.Threading.Thread.Priority` property sets and returns the priority value  
29 information for a thread. Applications can request a scheduling priority for a thread by  
30 setting the `System.Threading.Thread.Priority` property to the appropriate  
31 `ThreadPriority` value. The default thread priority is  
32 `System.Threading.ThreadPriority.Normal`.

33

34 [*Note:* A thread cannot be scheduled if it is in the  
35 `System.Threading.ThreadState.Unstarted` state or the  
36 `System.Threading.ThreadState.Stopped` state.]

37

38

39

# 1 ThreadPriority.AboveNormal Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Threading.ThreadPriority  
4 AboveNormal = 3  
  
5 [C#]  
6 AboveNormal = 3
```

## 7 Summary

8 Threads with this priority can be scheduled after threads with  
9 System.Threading.ThreadPriority.Highest priority and before those with  
10 System.Threading.ThreadPriority.Normal priority.

11

# 1 ThreadPriority.BelowNormal Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Threading.ThreadPriority  
4 BelowNormal = 1  
  
5 [C#]  
6 BelowNormal = 1
```

## 7 Summary

8 Threads with this priority can be scheduled after threads with  
9 System.Threading.ThreadPriority.Normal priority, and before those with  
10 System.Threading.ThreadPriority.Lowest priority.

11

# 1 ThreadPriority.Highest Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Threading.ThreadPriority  
4 Highest = 4  
  
5 [C#]  
6 Highest = 4
```

## 7 Summary

8 Threads with this priority can be scheduled before threads with any other priority.

9

# 1 ThreadPriority.Lowest Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Threading.ThreadPriority  
4 Lowest = 0  
  
5 [C#]  
6 Lowest = 0
```

## 7 Summary

8 Threads with this priority can be scheduled after threads with any other priority.

9

# 1 ThreadPriority.Normal Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.Threading.ThreadPriority  
4 Normal = 2  
  
5 [C#]  
6 Normal = 2
```

## 7 Summary

8 Threads with this priority can be scheduled after threads with  
9 System.Threading.ThreadPriority.AboveNormal priority and before those with  
10 System.Threading.ThreadPriority.BelowNormal priority.

11  
12 Threads have System.Threading.ThreadPriority.Normal priority by default.

13