

# System.Net.Sockets.SocketShutdown Enum

```
[ILASM]  
.class public sealed serializable SocketShutdown extends  
System.Enum  
  
[C#]  
public enum SocketShutdown
```

## Assembly Info:

- Name: System
- Public Key: [00 00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- Version: 1.0.x.x
- Attributes:
  - CLSCompliantAttribute(true)

## Summary

Specifies whether the ability to send or receive data is terminated when the **System.Net.Sockets.Socket.Shutdown** method is called on a connected **System.Net.Sockets.Socket** instance.

## Inherits From: System.Enum

**Library:** Networking

## 1 SocketShutdown.Both Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketShutdown Both = 2  
  
5 [C#]  
6 Both = 2
```

## 7 Summary

8 Specifies to terminate the ability to send and receive data on a  
9 **System.Net.Sockets.Socket** instance.

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# 1 SocketShutdown.Receive Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketShutdown Receive = 0  
  
5 [C#]  
6 Receive = 0
```

## 7 Summary

8 Specifies to terminate the ability to receive data on a  
9 **System.Net.Sockets.Socket** instance.

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## 1 SocketShutdown.Send Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.Net.Sockets.SocketShutdown Send = 1  
  
5 [C#]  
6 Send = 1
```

## 7 Summary

8 Specifies to terminate the ability to send data from a  
9 **System.Net.Sockets.Socket** instance.

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