

# System.Threading.TimerCallback Delegate

```
[ILAsm]
.class public sealed serializable TimerCallback extends
System.Delegate { method public hidebysig newslot virtual instance
void Invoke(object state) }

[C#]
public delegate void TimerCallback(object state);
```

## Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

## Implements:

- **System.ICloneable**

## Summary

Defines the shape of methods that are called by an instance of the `System.Threading.Timer` class.

## Parameters

Parameter	Description
<i>state</i>	A <code>System.Object</code> containing application-specific information relevant to the methods invoked by instances of this delegate, or <code>null</code> .

## Inherits From: System.Delegate

**Library:** BCL

## Description

A `TimerCallback` delegate invokes its methods once after the start time elapses, and continues invoking its methods once per period until the `System.Threading.Timer.Dispose` method is called. [Note: The start time for a `System.Threading.Timer` is passed in the *dueTime* parameter of the `Timer` constructors, and the period is passed via the *period* parameter.]

[*Note:* For an example that demonstrates creating and using a `TimerCallback` delegate, see the `System.Threading.Timer` class.]