System.Net.Sockets.LingerOption Class

```
[ILAsm]
.class public LingerOption extends System.Object

[C#]
public class LingerOption
```

Assembly Info:

- *Name:* System
- *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

Maintains information that specifies how a `System.Net.Sockets.Socket` instance with pending data behaves when the `System.Net.Sockets.Socket.Close` method of the socket is called.

Inherits From: System.Object

Library: Networking

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

Description

An instance of this class is passed into the `System.Net.Sockets.Socket.SetSocketOption` method and is returned by the `System.Net.Sockets.Socket.GetSocketOption` method when the *optionName* parameter is set to `System.Net.Sockets.SocketOptionName.Linger`.

When the `System.Net.Sockets.LingerOption.Enabled` property is `true`, any queued data continues to be sent until time equal to the setting of the `System.Net.Sockets.LingerOption.LingerTime` property has passed or until the input queue is empty. At this time, the connection is closed.

When the `System.Net.Sockets.LingerOption.LingerTime` property is zero or the `System.Net.Sockets.LingerOption.Enabled` property is `false`, calling `System.Net.Sockets.Socket.Close` immediately closes the socket and any pending data is lost.

When setting the `System.Net.Sockets.SocketOptionName.Linger` option of an instance of the `System.Net.Sockets.Socket` class, a `System.ArgumentException` exception is thrown if the

`System.Net.Sockets.LingerOption.LingerTime` property is less than zero or greater than `System.UInt16.MaxValue`.

LingerOption(System.Boolean, System.Int32) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(bool enable,
int32 seconds)

[C#]
public LingerOption(bool enable, int seconds)
```

Summary

Constructs and initializes a new instance of the
`System.Net.Sockets.LingerOption` class.

Parameters

Parameter	Description
enable	A `System.Boolean` where `true` enables the linger option and `false` disables the option.
seconds	A `System.Int32` that contains the number of seconds to remain connected after the `System.Net.Sockets.Socket.Close` method is called.

Description

The `System.Net.Sockets.LingerOption` instance is created with the
`System.Net.Sockets.LingerOption.Enabled` property set to *enable* and the
`System.Net.Sockets.LingerOption.LingerTime` property set to *seconds*.

LingerOption.Enabled Property

```
[ILAsm]
.property bool Enabled { public hidebysig specialname instance bool
get_Enabled() public hidebysig specialname instance void
set_Enabled(bool value) }


[C#]
public bool Enabled { get; set; }
```

Summary

Gets or sets a System.Boolean value indicating whether the connection remains open (lingers) for a period of time after the System.Net.Sockets.Socket.Close method is called.

Property Value

true to enable lingering after the System.Net.Sockets.Socket.Close method is called; otherwise false.

LingerOption.LingerTime Property

```
[ILAsm]
.property int32 LingerTime { public hidebysig specialname instance
int32 get_LingerTime() public hidebysig specialname instance void
set_LingerTime(int32 value) }


[C#]
public int LingerTime { get; set; }
```

Summary

Gets or sets the amount of time to remain connected after the
System.Net.Sockets.Socket.Close method is called.

Property Value

A System.Int32 that contains the amount of time, in seconds, to remain
connected after calling the System.Net.Sockets.Socket.Close method.

Description

When setting the System.Net.Sockets.SocketOptionName.Linger option of an
instance of the System.Net.Sockets.Socket class, a
System.ArgumentException exception is thrown if the
System.Net.Sockets.LingerOption.LingerTime property is less than zero or
greater than System.UInt16.MaxValue.