System.Threading.Timeout Class

```
[ILAsm]
.class public sealed Timeout extends System.Object

[C#]
public sealed class Timeout
```

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)

Summary

Contains a constant used to specify an infinite amount of time.

Inherits From: System.Object

Library: BCL

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

Timeout.Infinite Field

```
[ILAsm]
.field public static literal int32 Infinite = -1


[C#]
public const int Infinite = -1
```

Summary

A constant used to specify an infinite waiting period.

Description

The value of this constant is -1.

[*Note:* For threading methods that accept a timeout parameter, such as
`System.Threading.Thread.Sleep` and `System.Threading.Thread.Join`, this
value is used to suppress method behavior that would normally occur due to
elapsed time.]