

System.Net.Sockets.SelectMode Enum

```
[ILAsm]  
.class public sealed serializable SelectMode extends System.Enum
```

```
[C#]  
public enum SelectMode
```

Assembly Info:

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

Summary

Specifies the mode used by the `System.Net.Sockets.Socket.Poll` method of the `System.Net.Sockets.Socket` class.

Inherits From: System.Enum

Library: Networking

Description

A `System.Net.Sockets.SelectMode` member specifies the status information (read, write, or error) to retrieve from the current `System.Net.Sockets.Socket` instance.

SelectMode.SelectError Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SelectMode  
SelectError = 2
```

```
[C#]  
SelectError = 2
```

Summary

Determine the error status of the current `System.Net.Sockets.Socket` instance.

SelectMode.SelectRead Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SelectMode  
SelectRead = 0
```

```
[C#]  
SelectRead = 0
```

Summary

Determine the read status of the current `System.Net.Sockets.Socket` instance.

SelectMode.SelectWrite Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SelectMode  
SelectWrite = 1
```

```
[C#]  
SelectWrite = 1
```

Summary

Determine the write status of the current `System.Net.Sockets.Socket` instance.