

System.Net.Sockets.SocketType Enum

```
[ILAsm]  
.class public sealed serializable SocketType extends System.Enum  
  
[C#]  
public enum SocketType
```

Assembly Info:

- *Name:* System
- *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)

Summary

Specifies the type of socket an instance of the `System.Net.Sockets.Socket` class represents.

Inherits From: System.Enum

Library: Networking

Description

A `System.Net.Sockets.SocketType` member is required when constructing instances of the `System.Net.Sockets.Socket` class and specifies the functionality the instance supports.

SocketType.Dgram Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SocketType  
Dgram = 2
```

```
[C#]  
Dgram = 2
```

Summary

Supports datagrams, which are connectionless, unreliable messages of a fixed (typically small) maximum length. Uses the User Datagram Protocol (System.Net.Sockets.ProtocolType.Udp) protocol and the System.Net.Sockets.AddressFamily.InterNetwork address family.

SocketType.Raw Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SocketType  
Raw = 3  
  
[C#]  
Raw = 3
```

Summary

Supports access to the underlying transport protocol. Can communicate through protocols other than `System.Net.Sockets.ProtocolType.Tcp` and `System.Net.Sockets.ProtocolType.Udp`, such as Internet Control Message Protocol (`System.Net.Sockets.ProtocolType.Icmp`) and Internet Group Management Protocol (`System.Net.Sockets.ProtocolType.Igmp`).

SocketType.Rdm Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SocketType  
Rdm = 4  
  
[C#]  
Rdm = 4
```

Summary

Supports message-oriented, reliably delivered messages, and preserves message boundaries in data.

SocketType.Seqpacket Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SocketType  
Seqpacket = 5
```

```
[C#]  
Seqpacket = 5
```

Summary

Supports message-oriented, sequenced packets.

SocketType.Stream Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SocketType  
Stream = 1
```

```
[C#]  
Stream = 1
```

Summary

Supports reliable, two-way, connection-based byte streams with an out-of-band (OOB) data transmission mechanism. Uses the Transmission Control Protocol (System.Net.Sockets.ProtocolType.Tcp) protocol and the System.Net.Sockets.AddressFamily.InterNetwork address family.

SocketType.Unknown Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SocketType  
Unknown = -1
```

```
[C#]  
Unknown = -1
```

Summary

Unknown socket type.