System.IO.FileMode Enum

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

[C#]
public enum FileMode
```

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:*
  - o CLSCompliantAttribute(true)

Summary

Specifies how the operating system opens a file.

Inherits From: System.Enum

Library: BCL

Description

System.IO.FileMode values specify whether a file is created if one does not exist, and determine whether the contents of existing files are retained or overwritten.

FileMode.Append Field

```
[ILAsm]
.field public static literal valuetype System.IO.FileMode Append = 6

[C#]
Append = 6
```

Summary

Requests a file be opened. If the file exists, its contents are preserved. This value is valid only for `System.IO.FileAccess.Write` access. Attempts to read from a file opened with `Append` cause an exception.

FileMode.Create Field

```
[ILAsm]
.field public static literal valuetype System.IO.FileMode Create = 2

[C#]
Create = 2
```

Summary

Requests a new file be created if it does not exist. The file contents are overwritten if it does exist. This value is equivalent to requesting that if the file does not exist, use `System.IO.FileMode.CreateNew`; otherwise, use `System.IO.FileMode.Truncate`.

FileMode.CreateNew Field

```
[ILAsm]
.field public static literal valuetype System.IO.FileMode CreateNew = 1

[C#]
CreateNew = 1
```

Summary

Requests a new file be created. An exception is thrown if the file already exists.

FileMode.Open Field

```
[ILAsm]
.field public static literal valuetype System.IO.FileMode Open = 3


[C#]
Open = 3
```

Summary

Requests an existing file be opened. An exception is thrown if the file does not exist.

FileMode.OpenOrCreate Field

```
[ILAsm]
.field public static literal valuetype System.IO.FileMode OpenOrCreate = 4

[C#]
OpenOrCreate = 4
```

Summary

Requests a file be opened. The file is created if it does not exist.

FileMode.Truncate Field

```
[ILAsm]
.field public static literal valuetype System.IO.FileMode Truncate = 5


[C#]
Truncate = 5
```

Summary

Requests an existing file be opened; existing contents are deleted. This value is valid
only for System.IO.FileAccess.Write access. Attempts to read from a file opened with
Truncate cause an exception.