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 00]
- *Version:* 2.0.x.x
- *Attributes:*
  - o 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.