System.Net.Sockets.SocketShutdown Enum

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

[C#]
public enum SocketShutdown
```

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:*
  - CLSCompliantAttribute(true)

Summary

Specifies whether the ability to send or receive data is terminated when the
System.Net.Sockets.Socket.Shutdown method is called on a connected
System.Net.Sockets.Socket instance.

Inherits From: System.Enum

Library: Networking

SocketShutdown.Both Field

```
[ILAsm]
.field public static literal valuetype System.Net.Sockets.SocketShutdown
Both = 2


[C#]
Both = 2
```

Summary

Specifies to terminate the ability to send and receive data on a
`System.Net.Sockets.Socket` instance.

SocketShutdown.Receive Field

```
[ILAsm]
.field public static literal valuetype System.Net.Sockets.SocketShutdown
Receive = 0


[C#]
Receive = 0
```

Summary

Specifies to terminate the ability to receive data on a `System.Net.Sockets.Socket` instance.

SocketShutdown.Send Field

```
[ILAsm]
.field public static literal valuetype System.Net.Sockets.SocketShutdown
Send = 1


[C#]
Send = 1
```

Summary

Specifies to terminate the ability to send data from a `System.Net.Sockets.Socket` instance.