

# System.Threading.EventResetMode Class

```
[C#]  
public enum EventResetMode  
  
[ILAsm]  
.class public auto ansi sealed EventResetMode extends System.Enum
```

## Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 4.0.0.0
- *Attributes:*
  - System.CLSCompliant(true)

## Summary

Indicates whether an `System.Threading.EventWaitHandle` is reset automatically or manually after receiving a signal.

## Inherits From: System.Enum

**Library:** BCL

## EventResetMode.AutoReset Field

```
[C#]  
AutoReset  
  
[ILAsm]  
.field public static literal valuetype System.Threading.EventResetMode  
AutoReset = int32(0)
```

### Summary

When signaled, the `System.Threading.EventWaitHandle` resets automatically after releasing a single thread. If no threads are waiting, the `System.Threading.EventWaitHandle` remains signaled until a thread blocks, and resets after releasing the thread.

## EventResetMode.ManualReset Field

```
[C#]  
ManualReset  
  
[ILAsm]  
.field public static literal valuetype System.Threading.EventResetMode  
ManualReset = int32(1)
```

### Summary

When signaled, the `System.Threading.EventWaitHandle` releases all waiting threads and remains signaled until it is manually reset.