System.Net.ServicePoint Class

```
[ILAsm]
.class public ServicePoint extends System.Object

[C#]
public class ServicePoint
```

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

Represents connections to Internet hosts.

Inherits From: System.Object

Library: Networking

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

Description

The `System.Net.ServicePoint` class handles connections to a resource based on the host information passed in the Uniform Resource Identifier (URI) of the resource. The initial connection to the host determines the information the `System.Net.ServicePoint` maintains, which is then shared by all subsequent requests for resources residing on the host.

[*Note:* `System.Net.ServicePoint` instances are created and managed by the `System.Net.ServicePointManager` class. The maximum number of `System.Net.ServicePoint` instances is set by the `System.Net.ServicePointManager.MaxServicePoints` property.

A `System.Net.ServicePoint` instance that is not connected to any host is idle. An idle `System.Net.ServicePoint` is managed by the `System.Net.ServicePointManager` only until it has been idle longer than the time specified in its `System.Net.ServicePoint.MaxIdleTime` property. After a `System.Net.ServicePoint` instance exceeds the `System.Net.ServicePoint.MaxIdleTime`, it is released by the service point manager and subsequently freed. The default value of `System.Net.ServicePoint.MaxIdleTime` is set by the `System.Net.ServicePointManager.MaxServicePointIdleTime` property.

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ServicePoint.GetHashCode() Method

```
[ILAsm]
.method public hidebysig virtual int32 GetHashCode()

[C#]
public override int GetHashCode()
```

Summary

Generates a hash code for the current instance.

Return Value

A `System.Int32` containing the hash code for this instance.

Description

The algorithm used to generate the hash code is unspecified.

[*Note:* This method overrides `System.Object.GetHashCode`.]

ServicePoint.Address Property

```
[ILAsm]
.property class System.Uri Address { public hidebysig specialname instance
class System.Uri get_Address() }


[C#]
public Uri Address { get; }
```

Summary

Gets the Uniform Resource Identifier (URI) of the `System.Net.ServicePoint`.

Property Value

A `System.Uri` instance representing the URI specified at the time the current instance was constructed.

Description

This property is read-only.

[*Note:* The `System.Uri.Host` property of the `System.Uri` returned by this property names the host to which the current instance connects.]

ServicePoint.ConnectionLimit Property

```
[ILAsm]
.property int32 ConnectionLimit { public hidebysig specialname instance
int32 get_ConnectionLimit() public hidebysig specialname instance void
set_ConnectionLimit(int32 value) }

[C#]
public int ConnectionLimit { get; set; }
```

Summary

Gets or sets the maximum number of simultaneous connections that the
`System.Net.ServicePoint` can make to an Internet host.

Property Value

A `System.Int32` containing the maximum number of simultaneous connections allowed
on the current `System.Net.ServicePoint`.

Description

[*Note:* When the `System.Net.ServicePoint` is created, the value of this property is
determined by the value of the
`System.Net.ServicePointManager.DefaultConnectionLimit` property. Note that
subsequent changes to `System.Net.ServicePointManager.DefaultConnectionLimit`
have no effect on existing `System.Net.ServicePoint` instances.]

Exceptions

Exception	Condition
System.ArgumentOutOfRangeException	The value specified for a set operation is less than or equal to zero.

ServicePoint.ConnectionName Property

```
[ILAsm]
.property string ConnectionName { public hidebysig specialname instance
string get_ConnectionName() }


[C#]
public string ConnectionName { get; }
```

Summary

Gets the connection group name specified by the `System.Net.WebRequest` that created
the connection.

Property Value

A `System.String` containing the value of the
`System.Net.WebRequest.ConnectionGroupName` property of the
`System.Net.WebRequest` that initiated the connection provided by the current instance.

Description

This property is read-only.

[*Note:* If this property is set, only `System.Net.WebRequest` instances with the same
`System.Net.WebRequest.ConnectionGroupName` can communicate with the host using
the current instance.]

ServicePoint.CurrentConnections Property

```
[ILAsm]
.property int32 CurrentConnections { public hidebysig specialname instance
int32 get_CurrentConnections() }


[C#]
public int CurrentConnections { get; }
```

Summary

Gets the number of connections held by the current instance.

Property Value

A `System.Int32` containing the number of connections held by the current instance.

Description

This property is read-only.

[*Note:* The value of `System.Net.ServicePoint.CurrentConnections` cannot exceed
that of `System.Net.ServicePoint.ConnectionLimit`.]

ServicePoint.IdleSince Property

```
[ILAsm]
.property valuetype System.DateTime IdleSince { public hidebysig
specialname instance valuetype System.DateTime get_IdleSince() }


[C#]
public DateTime IdleSince { get; }
```

Summary

Gets the date and time that the `System.Net.ServicePoint` was last connected to a host.

Property Value

A `System.DateTime` instance containing the date and time at which the `System.Net.ServicePoint` was last connected.

Description

This property is read-only.

[*Note:* When the difference between the current time and `System.Net.ServicePoint.IdleSince` exceeds the value of `System.Net.ServicePoint.MaxIdleTime`, the current instance is released by the `System.Net.ServicePointManager` and subsequently freed.]

ServicePoint.MaxIdleTime Property

```
[ILAsm]
.property int32 MaxIdleTime { public hidebysig specialname instance int32
get_MaxIdleTime() public hidebysig specialname instance void
set_MaxIdleTime(int32 value) }


[C#]
public int MaxIdleTime { get; set; }
```

Summary

Gets or sets the maximum amount of time the current instance can remain idle
(unconnected to a host).

Property Value

A `System.Int32` containing the number of milliseconds that a
`System.Net.ServicePoint` can remain idle before it is released by the
`System.Net.ServicePointManager` and subsequently freed.

Description

[*Note:* When the difference between the current time and
`System.Net.ServicePoint.IdleSince` exceeds the value of
`System.Net.ServicePoint.MaxIdleTime`, the current instance is released by the
`System.Net.ServicePointManager` and subsequently freed.]

The default value of this property is the value of the
`System.Net.ServicePointManager.MaxServicePointIdleTime` property at the time the
`System.Net.ServicePoint` was created.

Exceptions

Exception	Condition
System.ArgumentOutOfRangeException	The value specified for a set operation is less than `System.Threading.Timeout.Infinite` or greater than `System.Int32.MaxValue`.

ServicePoint.ProtocolVersion Property

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```
[ILAsm]
.property class System.Version ProtocolVersion { public hidebysig virtual
specialname class System.Version get_ProtocolVersion() }


[C#]
public virtual Version ProtocolVersion { get; }
```

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Summary

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Gets the version of the protocol that the `System.Net.ServicePoint` uses.

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Property Value

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A `System.Version` instance containing the version of the protocol used by the
`System.Net.ServicePoint`.

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Description

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This property is read-only.

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Behaviors

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As described above.

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Default

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The value returned depends on the protocol. If the protocol is not set, `null` is returned.

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How and When to Override

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Override this property to return the version information for types derived from
`System.Net.ServicePoint`.

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Usage

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Use this property to determine the protocol version information used by the current
instance.

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ServicePoint.SupportsPipelining Property

```
[ILAsm]
.property bool SupportsPipelining { public hidebysig specialname instance
bool get_SupportsPipelining() }


[C#]
public bool SupportsPipelining { get; }
```

Summary

A `System.Boolean` value that indicates whether the `System.Net.ServicePoint` supports pipelined connections.

Property Value

`true` if the `System.Net.ServicePoint` supports pipelined connections; otherwise, `false`.

Description

This property is read-only.

[*Note:* For information on pipelining, see IETF RFC 2068.]