

# 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:*
  - 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.