

System.IO.FileMode Enum

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

[C#]
public enum FileMode
```

Assembly Info:

- *Name:* mscorlib
- *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 how the operating system opens a file.

Inherits From: System.Enum

Library: BCL

Description

`System.IO.FileMode` values specify whether a file is created if one does not exist, and determine whether the contents of existing files are retained or overwritten.

1 FileMode.Append Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.IO.FileMode Append = 6  
4 [C#]  
5 Append = 6
```

6 Summary

7 Requests a file be opened. If the file exists, its contents are preserved. This value is
8 valid only for `System.IO.FileAccess.Write` access. Attempts to read from a file
9 opened with `Append` cause an exception.

1 FileMode.Create Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.IO.FileMode Create = 2  
4 [C#]  
5 Create = 2
```

6 Summary

7 Requests a new file be created if it does not exist. The file contents are overwritten if it
8 does exist. This value is equivalent to requesting that if the file does not exist, use
9 System.IO.FileMode.CreateNew; otherwise, use System.IO.FileMode.Truncate.

1 FileMode.CreateNew Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.IO.FileMode CreateNew = 1  
4 [C#]  
5 CreateNew = 1
```

6 Summary

7 Requests a new file be created. An exception is thrown if the file already exists.

8

1 FileMode.Open Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.IO.FileMode Open = 3  
  
4 [C#]  
5 Open = 3
```

6 Summary

7 Requests an existing file be opened. An exception is thrown if the file does not exist.

1 FileMode.OpenOrCreate Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.IO.FileMode OpenOrCreate = 4  
  
4 [C#]  
5 OpenOrCreate = 4
```

6 Summary

7 Requests a file be opened. The file is created if it does not exist.

1 FileMode.Truncate Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.IO.FileMode Truncate = 5  
4 [C#]  
5 Truncate = 5
```

6 Summary

7 Requests an existing file be opened; existing contents are deleted. This value is valid
8 only for `System.IO.FileAccess.Write` access. Attempts to read from a file opened with
9 `Truncate` cause an exception.