

# 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.