

# System.Net.Sockets.SelectMode Enum

```
[ILAsm]  
.class public sealed serializable SelectMode extends System.Enum  
  
[C#]  
public enum SelectMode
```

## 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 mode used by the `System.Net.Sockets.Socket.Poll` method of the `System.Net.Sockets.Socket` class.

## Inherits From: System.Enum

**Library:** Networking

## Description

A `System.Net.Sockets.SelectMode` member specifies the status information (read, write, or error) to retrieve from the current `System.Net.Sockets.Socket` instance.

## SelectMode.SelectError Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SelectMode  
SelectError = 2  
  
[C#]  
SelectError = 2
```

### Summary

Determine the error status of the current `System.Net.Sockets.Socket` instance.

## SelectMode.SelectRead Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SelectMode  
SelectRead = 0  
  
[C#]  
SelectRead = 0
```

### Summary

Determine the read status of the current `System.Net.Sockets.Socket` instance.

## SelectMode.SelectWrite Field

```
[ILAsm]  
.field public static literal valuetype System.Net.Sockets.SelectMode  
SelectWrite = 1  
  
[C#]  
SelectWrite = 1
```

### Summary

Determine the write status of the current `System.Net.Sockets.Socket` instance.