

# System.TypeLoadException Class

```
[ILAsm]
.class public serializable TypeLoadException extends
System.SystemException

[C#]
public class TypeLoadException: SystemException
```

## 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

Represents the error that occurs when the system cannot load a `System.Type`.

## Inherits From: System.SystemException

**Library:** RuntimeInfrastructure

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

## Description

`System.TypeLoadException` is thrown when the system cannot load a `System.Type`, or cannot locate the assembly that contains the `System.Type`.

[*Note:* The following CIL instructions throw `System.TypeLoadException` and set the `TypeName` property via some unspecified mechanism:

- `box`
- `castclass`
- `cpobj`
- `isinst`
- `ldobj`
- `mkrefany`
- `refanyval`

- 1      • stobj
- 2      • unbox
- 3    ]
- 4

# TypeLoadException() Constructor

```
[ILAsm]  
public rtspecialname specialname instance void .ctor()  
  
[C#]  
public TypeLoadException()
```

## Summary

Constructs and initializes a new instance of the `System.TypeLoadException` class.

## Description

This constructor initializes the `System.TypeLoadException.Message` property of the new instance to a system-supplied message that describes the error, such as "A failure has occurred while loading a type." This message takes into account the current system culture.

The `System.TypeLoadException.TypeName` property is initialized to `System.String.Empty`, and the `System.TypeLoadException.InnerException` property is initialized to `null`.

# TypeLoadException(System.String)

## Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message)

[C#]
public TypeLoadException(string message)
```

### Summary

Constructs and initializes a new instance of the `System.TypeLoadException` class.

### Parameters

Parameter	Description
<i>message</i>	A <code>System.String</code> that describes the error. The content of <i>message</i> is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture.

### Description

This constructor initializes the `System.TypeLoadException.Message` property of the new instance using *message*. If *message* is null, the `System.TypeLoadException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments.

The `System.TypeLoadException.TypeName` property is initialized to `System.String.Empty`, and the `System.TypeLoadException.InnerException` property is initialized to null.

# TypeLoadException(System.String, System.Exception) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message, class
System.Exception inner)

[C#]
public TypeLoadException(string message, Exception inner)
```

## Summary

Constructs and initializes a new instance of the `System.TypeLoadException` class.

## Parameters

Parameter	Description
<i>message</i>	A <code>System.String</code> that describes the error. The content of <i>message</i> is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture.
<i>inner</i>	An instance of <code>System.Exception</code> that is the cause of the current exception. If <i>inner</i> is non-null, then the current Exception was raised in a catch block handling <i>inner</i> .

## Description

This constructor initializes the `System.TypeLoadException.Message` property of the new instance using *message* and the `System.TypeLoadException.InnerException` property using *inner*. If *message* is null, the `System.TypeLoadException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments.

The `System.TypeLoadException.TypeName` property is initialized to `System.String.Empty`.

For more information on inner exceptions, see `System.Exception.InnerException`.

# TypeLoadException.Message Property

```
[ILAsm]  
.property string Message { public hidebysig virtual specialname string  
get_Message() }  
  
[C#]  
public override string Message { get; }
```

## Summary

Gets the error message for this exception.

## Property Value

A `System.String` containing a message that describes the error.

## Description

This property is read-only.

[*Note:* This property overrides `System.Exception.Message`.]

If no message was supplied to the constructor for the current instance, the system supplies a default message that is formatted using the current system culture. The system-supplied message includes the fully qualified name of the type that failed to load, and the string obtained by invoking `System.Reflection.Assembly.ToString` on the assembly that referenced the type. For a type named *MyTypes.MyClass*, referenced by an assembly with the simple name *MyAssembly*, the message might read as follows:

Could not load type MyTypes.MyClass from assembly MyAssembly,  
Version=0.0.0.0, Culture=neutral, PublicKeyToken=null.

# TypeLoadException.TypeName Property

```
[ILAsm]  
.property string TypeName { public hidebysig specialname instance string  
get_TypeName() }  
  
[C#]  
public string TypeName { get; }
```

## Summary

Gets the fully qualified name of the `System.Type` that failed to load.

## Property Value

A `System.String` containing the fully qualified type name.

## Description

This property is read-only.