

# System.Net.Sockets.LingerOption Class

```
[ILAsm]
.class public LingerOption extends System.Object

[C#]
public class LingerOption
```

## 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

Maintains information that specifies how a `System.Net.Sockets.Socket` instance with pending data behaves when the `System.Net.Sockets.Socket.Close` method of the socket is called.

## Inherits From: System.Object

**Library:** Networking

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

## Description

An instance of this class is passed into the `System.Net.Sockets.Socket.SetSocketOption` method and is returned by the `System.Net.Sockets.Socket.GetSocketOption` method when the *optionName* parameter is set to `System.Net.Sockets.SocketOptionName.Linger`.

When the `System.Net.Sockets.LingerOption.Enabled` property is true, any queued data continues to be sent until time equal to the setting of the `System.Net.Sockets.LingerOption.LingerTime` property has passed or until the input queue is empty. At this time, the connection is closed.

When the `System.Net.Sockets.LingerOption.LingerTime` property is zero or the `System.Net.Sockets.LingerOption.Enabled` property is false, calling `System.Net.Sockets.Socket.Close` immediately closes the socket and any pending data is lost.

When setting the `System.Net.Sockets.SocketOptionName.Linger` option of an instance of the `System.Net.Sockets.Socket` class, a `System.ArgumentException` exception is thrown if the `System.Net.Sockets.LingerOption.LingerTime` property is less than zero or greater than `System.UInt16.MaxValue`.



# LingerOption(System.Boolean, System.Int32)

## Constructor

```
[ILAsm]  
public rtspecialname specialname instance void .ctor(bool enable, int32  
seconds)
```

```
[C#]  
public LingerOption(bool enable, int seconds)
```

## Summary

Constructs and initializes a new instance of the `System.Net.Sockets.LingerOption` class.

## Parameters

Parameter	Description
<i>enable</i>	A <code>System.Boolean</code> where <code>true</code> enables the linger option and <code>false</code> disables the option.
<i>seconds</i>	A <code>System.Int32</code> that contains the number of seconds to remain connected after the <code>System.Net.Sockets.Socket.Close</code> method is called.

## Description

The `System.Net.Sockets.LingerOption` instance is created with the `System.Net.Sockets.LingerOption.Enabled` property set to *enable* and the `System.Net.Sockets.LingerOption.LingerTime` property set to *seconds*.

# LingerOption.Enabled Property

```
[ILAsm]
.property bool Enabled { public hidebysig specialname instance bool
get_Enabled() public hidebysig specialname instance void set_Enabled(bool
value) }

[C#]
public bool Enabled { get; set; }
```

## Summary

Gets or sets a `System.Boolean` value indicating whether the connection remains open (lingers) for a period of time after the `System.Net.Sockets.Socket.Close` method is called.

## Property Value

`true` to enable lingering after the `System.Net.Sockets.Socket.Close` method is called; otherwise `false`.

# LingerOption.LingerTime Property

```
[ILAsm]  
.property int32 LingerTime { public hidebysig specialname instance int32  
get_LingerTime() public hidebysig specialname instance void  
set_LingerTime(int32 value) }  
  
[C#]  
public int LingerTime { get; set; }
```

## Summary

Gets or sets the amount of time to remain connected after the `System.Net.Sockets.Socket.Close` method is called.

## Property Value

A `System.Int32` that contains the amount of time, in seconds, to remain connected after calling the `System.Net.Sockets.Socket.Close` method.

## Description

When setting the `System.Net.Sockets.SocketOptionName.Linger` option of an instance of the `System.Net.Sockets.Socket` class, a `System.ArgumentException` exception is thrown if the `System.Net.Sockets.LingerOption.LingerTime` property is less than zero or greater than `System.UInt16.MaxValue`.