LibraryImportAttribute Class

Reference

Definition

Namespace: System.Runtime.InteropServices

Assembly: System.Runtime.InteropServices.dll

Source: LibraryImportAttribute.cs ⬈

Indicates that a source generator should create a function for marshalling arguments instead of relying on the runtime to generate an equivalent marshalling function at run time.

```C#
[System.AttributeUsage(System.AttributeTargets.Method,
AllowMultiple=false, Inherited=false)]
public sealed class LibraryImportAttribute : Attribute
```

Inheritance Object → Attribute → LibraryImportAttribute

Attributes AttributeUsageAttribute

Remarks

This attribute is meaningless if the source generator associated with it is not enabled.

The current built-in source generator only supports C# and only supplies an implementation when applied to static, partial, non-generic methods.

Constructors

⌞⌝ Expand table

LibraryImportAttribute(String)	Initializes a new instance of the LibraryImportAttribute.

Properties

EntryPoint	Gets or sets the name of the entry point to be called.
LibraryName	Gets the name of the library containing the import.
SetLastError	Gets or sets a value that specifies whether the callee sets an error (`SetLastError` on Windows or `errno` on other platforms) before returning from the attributed method.
StringMarshalling	Gets or sets an object that specifies how to marshal string arguments to the method.
StringMarshalling CustomType	Gets or sets the Type used to control how string arguments to the method are marshalled.
TypeId	When implemented in a derived class, gets a unique identifier for this Attribute. (Inherited from Attribute)

Methods

Equals(Object)	Returns a value that indicates whether this instance is equal to a specified object. (Inherited from Attribute)
GetHashCode()	Returns the hash code for this instance. (Inherited from Attribute)
GetType()	Gets the Type of the current instance. (Inherited from Object)
IsDefault Attribute()	When overridden in a derived class, indicates whether the value of this instance is the default value for the derived class. (Inherited from Attribute)
Match(Object)	When overridden in a derived class, returns a value that indicates whether this instance equals a specified object. (Inherited from Attribute)
Memberwise Clone()	Creates a shallow copy of the current Object. (Inherited from Object)
ToString()	Returns a string that represents the current object. (Inherited from Object)

Applies to

Product	Versions
.NET	7, 8, 9