## **Timeout.Infinite Field**

Namespace: System.Threading

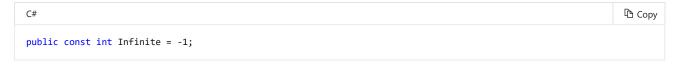
Assemblies: mscorlib.dll, System.Runtime.dll

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Definition

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A constant used to specify an infinite waiting period, for threading methods that accept an Int32 parameter.



#### Field Value

Int32

### Remarks

 $For threading \ methods \ that \ accept \ a \ milliseconds \\ {\tt Timeout} \ parameter, \ such \ as \ Thread. \\ Sleep (Int 32) \ and \ Thread. \\ Join (Int 32), \ this \ value \ accept \ a \ milliseconds \\ {\tt Timeout} \ parameter, \ such \ as \ Thread. \\ Sleep (Int 32) \ and \ Thread. \\ {\tt Sleep (Int 32)} \$ is used to suspend the thread indefinitely. However, in most cases, we recommend that you use other System.Threading classes, such as Mutex, Monitor, EventWaitHandle, or Semaphore instead, to synchronize threads or manage resources.

The value of this field is -1 (0xFFFFFFF).

# Applies to

Product	Versions
.NET	5.0, 6.0 Preview 3
.NET Core	1.0, 1.1, 2.0, 2.1, 2.2, 3.0, 3.1
.NET Framework	1.1, 2.0, 3.0, 3.5, 4.0, 4.5, 4.5.1, 4.5.2, 4.6, 4.6.1, 4.6.2, 4.7, 4.7.1, 4.7.2, 4.8
.NET Standard	1.0, 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 2.0, 2.1
UWP	10.0
Xamarin.Android	7.1
Xamarin.iOS	10.8
Xamarin.Mac	3.0

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