

System.ExecutionEngineException Class

```
[ILASM]
.class public sealed serializable ExecutionEngineException
extends System.SystemException

[C#]
public sealed class ExecutionEngineException :
SystemException
```

Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- *Version:* 1.0.x.x
- *Attributes:*
 - CLSCompliantAttribute(true)

Summary

Represents an internal error in the execution engine.

Inherits From: System.SystemException

Library: BCL

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

Description

[*Note:* Execution engine errors are fatal errors that should never occur. Such errors occur mainly when the execution engine has been corrupted or data is missing.

The system can throw this exception at any time. When possible, the system throws an exception that provides more information than the **System.ExecutionEngineException** exception.

For information on conditions under which the CLI throws **System.ExecutionEngineException** exceptions, see Partition II of the CLI Specification.

Applications should not throw **System.ExecutionEngineException.**]

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1 ExecutionEngineException() Constructor

```
2 [ILASM]  
3 public rtspecialname specialname instance void .ctor()  
4 [C#]  
5 public ExecutionEngineException()
```

6 Summary

7 Constructs and initializes a new instance of the
8 **System.ExecutionEngineException** class.

9 Description

10 This constructor initializes the
11 **System.ExecutionEngineException.Message** property of the new
12 instance to a system-supplied message that describes the error, such
13 as "Internal error occurred." This message takes into account the
14 current system culture.

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16 The **System.ExecutionEngineException.InnerException** property
17 is initialized to **null**.

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1 ExecutionEngineException(System.String) 2 Constructor

```
3 [ILASM]  
4 public rtspecialname specialname instance void .ctor(string  
5 message)  
  
6 [C#]  
7 public ExecutionEngineException(string message)
```

8 Summary

9 Constructs and initializes a new instance of the
10 **System.ExecutionEngineException** class.

11 Parameters

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13

Parameter	Description
<i>message</i>	A System.String 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.

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15 Description

16 This constructor initializes the
17 **System.ExecutionEngineException.Message** property of the new
18 instance using *message*. If *message* is **null**, the
19 **System.ExecutionEngineException.Message** property is initialized
20 to the system-supplied message provided by the constructor that
21 takes no arguments. The
22 **System.ExecutionEngineException.InnerException** property is
23 initialized to **null**.

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1 ExecutionEngineException(System.String, 2 System.Exception) Constructor

```
3 [ILASM]  
4 public rtspecialname specialname instance void .ctor(string  
5 message, class System.Exception innerException)  
  
6 [C#]  
7 public ExecutionEngineException(string message, Exception  
8 innerException)
```

9 Summary

10 Constructs and initializes a new instance of the
11 **System.ExecutionEngineException** class.

12 Parameters

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14

Parameter	Description
<i>message</i>	A System.String 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>innerException</i>	An instance of System.Exception that is the cause of the current exception. If <i>innerException</i> is non-null, then the current exception was raised in a catch block handling <i>innerException</i> .

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Description

17 This constructor initializes the
18 **System.ExecutionEngineException.Message** property of the new
19 instance using *message*, and the
20 **System.ExecutionEngineException.InnerException** property using
21 *innerException*. If *message* is **null**, the
22 **System.ExecutionEngineException.Message** property is initialized
23 to the system-supplied message provided by the constructor that
24 takes no arguments.

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[Note: For information on inner exceptions, see
System.Exception.InnerException.]

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