System.Security.Permissions.SecurityAttribute Class

```
[ILASM]
.class public abstract serializable SecurityAttribute
extends System.Attribute

[C#]
public abstract class SecurityAttribute: Attribute
```

Assembly Info:

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

Type Attributes:

- AttributeUsageAttribute(AttributeTargets.Assembly | AttributeTargets.Class | AttributeTargets.Struct | AttributeTargets.Constructor | AttributeTargets.Method, AllowMultiple=true, Inherited=false)

Summary

This is the base class for attributes used by the security system.

Inherits From: System.Attribute

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.

SecurityAttribute() Constructor

[ILASM]

```
family specialname instance void .ctor()
```

[C#]

```
protected SecurityAttribute()
```

Summary

Constructs a new instance of the **System.Security.Permissions.SecurityAttribute** class.

SecurityAttribute(System.Security.Permissions.SecurityAction) Constructor

[ILASM]

```
public rtspecialname specialname instance void
.ctor(valuetype System.Security.Permissions.SecurityAction
action)
```

[C#]

```
public SecurityAttribute(SecurityAction action)
```

Summary

Constructs and initializes a new instance of **System.Security.Permissions.SecurityAttribute** with the specified **System.Security.Permissions.SecurityAction**.

Parameters

Parameter	Description
action	A **System.Security.Permissions.SecurityAction** value.

Exceptions

Exception	Condition
System.ArgumentException	*action* is not a valid **System.Security.Permissions.SecurityAction** value.

SecurityAttribute.CreatePermission() Method

```
[ILASM]
.method public hidebysig virtual abstract class
System.Security.IPermission CreatePermission()

[C#]
public abstract IPermission CreatePermission()
```

Summary

Returns a **System.Security.IPermission** object that contains the security information of the current instance.

Return Value

A **System.Security.IPermission** object.

Behaviors

Returns an instance of the permission type that corresponds to the current attribute. The returned object contains the security information of the current attribute.

How and When to Override

Override this method to create an instance of the permission type that corresponds to the current attribute. For example, the **CreatePermission** implementation of **System.Security.Permissions.SecurityPermissionAttribute** creates an instance of the **System.Security.Permissions.SecurityPermission** class.

Usage

Security information specified using attributes is stored in metadata. The security information in the metadata is created using the permission object returned by this method.

SecurityAttribute.Unrestricted Property

[ILASM]

```
.property bool Unrestricted { public hidebysig specialname
instance bool get_Unrestricted() public hidebysig
specialname instance void set_Unrestricted(bool value) }
```

[C#]

```
public bool Unrestricted { get; set; }
```

Summary

Gets or sets full (unrestricted) permission to the resource protected by the current instance.

Property Value

true if full access to the protected resource is declared or is being set; otherwise, **false**.