

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 00]
- *Version:* 2.0.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`.

]

ExecutionEngineException() Constructor

```
[ILAsm]  
public rtspecialname specialname instance void .ctor()  
  
[C#]  
public ExecutionEngineException()
```

Summary

Constructs and initializes a new instance of the `System.ExecutionEngineException` class.

Description

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

The `System.ExecutionEngineException.InnerException` property is initialized to `null`.

ExecutionEngineException(System.String) Constructor

```
[ILAsm]  
public rtspecialname specialname instance void .ctor(string message)  
  
[C#]  
public ExecutionEngineException(string message)
```

Summary

Constructs and initializes a new instance of the `System.ExecutionEngineException` class.

Parameters

| Parameter | Description |
|----------------|---|
| <i>message</i> | A <code>System.String</code> 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. |

Description

This constructor initializes the `System.ExecutionEngineException.Message` property of the new instance using *message*. If *message* is null, the `System.ExecutionEngineException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments. The `System.ExecutionEngineException.InnerException` property is initialized to null.

ExecutionEngineException(System.String, System.Exception) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message, class
System.Exception innerException)

[C#]
public ExecutionEngineException(string message, Exception innerException)
```

Summary

Constructs and initializes a new instance of the `System.ExecutionEngineException` class.

Parameters

| Parameter | Description |
|-----------------------|---|
| <i>message</i> | A <code>System.String</code> 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 <code>System.Exception</code> 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> . |

Description

This constructor initializes the `System.ExecutionEngineException.Message` property of the new instance using *message*, and the `System.ExecutionEngineException.InnerException` property using *innerException*. If *message* is null, the `System.ExecutionEngineException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments.

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