System.Security.Permissions.PermissionState Enum

```
[ILAsm]
.class public sealed serializable PermissionState extends
System.Enum

[C#]
public enum PermissionState
```

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 a value specifying whether an entity, at creation, should have full or no access to resources.

Inherits From: System.Enum

Library: BCL

Description

[*Note:* Code access permission objects supply a constructor that takes a `System.Security.Permissions.PermissionState` value specifying that the new instance is either fully restricted (`System.Security.Permissions.PermissionState.None`) or unrestricted (`System.Security.Permissions.PermissionState.Unrestricted`). A fully restricted permission object disallows access to a resource; an unrestricted permission object allows full access to a resource. For example, a fully restricted `System.Security.Permissions.FileIOPermission` object disallows access to files and directories, while an unrestricted object of the same type allows full access to all files and directories in the file system.

]

PermissionState.None Field

```
[ILAsm]
.field public static literal valuetype
System.Security.Permissions.PermissionState None = 0


[C#]
None = 0
```

Summary

Specifies access to the resource protected by the permission is not allowed.

PermissionState.Unrestricted Field

```
[ILAsm]
.field public static literal valuetype
System.Security.Permissions.PermissionState Unrestricted = 1


[C#]
Unrestricted = 1
```

Summary

Specifies full access to the resource protected by the permission.