

# System.Net.NetworkAccess Enum

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

[C#]
public enum NetworkAccess
```

## Assembly Info:

- *Name:* System
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

## Summary

Specifies network access permission types.

## Inherits From: System.Enum

**Library:** Networking

## Description

This enumeration is used to indicate whether a permission object secures connect (client-side) or accept (server-side) operations.

[*Note:* The System.Net.NetworkAccess enumeration is used with the System.Net.WebPermission and System.Net.SocketPermission classes.]

# NetworkAccess.Accept Field

```
[ILAsm]  
.field public static literal valuetype System.Net.NetworkAccess  
Accept = 128
```

```
[C#]  
Accept = 128
```

## Summary

Specifies accept operations.

[*Note:* This access type is typically used by servers.]

## NetworkAccess.Connect Field

```
[ILAsm]  
.field public static literal valuetype System.Net.NetworkAccess  
Connect = 64
```

```
[C#]  
Connect = 64
```

### Summary

Specifies connect operations.

[*Note:* This access type is typically used by clients.]