

# System.Security.Permissions.EnvironmentPermissionAccess Enum

```
[ILAsm]  
.class public sealed serializable EnvironmentPermissionAccess extends  
System.Enum  
  
[C#]  
public enum EnvironmentPermissionAccess
```

## 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)

## Type Attributes:

- FlagsAttribute

## Summary

Represents access to environment variables.

## Inherits From: System.Enum

**Library:** BCL

## Description

[*Note:* This enumeration is used by the System.Security.Permissions.EnvironmentPermission class.]

# EnvironmentPermissionAccess.AllAccess Field

```
[ILAsm]  
.field public static literal valuetype  
System.Security.Permissions.EnvironmentPermissionAccess AllAccess = Read |  
Write  
  
[C#]  
AllAccess = Read | Write
```

## Summary

Specifies read and write access to one or more environment variables.

# EnvironmentPermissionAccess.NoAccess Field

```
[ILAsm]  
.field public static literal valuetype  
System.Security.Permissions.EnvironmentPermissionAccess NoAccess = 0x0  
  
[C#]  
NoAccess = 0x0
```

## Summary

Specifies no access to one or more environment variables.

# EnvironmentPermissionAccess.Read Field

```
[ILAsm]
.field public static literal valuetype
System.Security.Permissions.EnvironmentPermissionAccess Read = 0x1

[C#]
Read = 0x1
```

## Summary

Specifies read access to one or more environment variables

[*Note:* Changing, deleting and creating environment variables is not included in this access level.]

## EnvironmentPermissionAccess.Write Field

```
[ILAsm]
.field public static literal valuetype
System.Security.Permissions.EnvironmentPermissionAccess Write = 0x2

[C#]
Write = 0x2
```

### Summary

Specifies write access to one or more environment variables. Write access includes creating and deleting environment variables as well as changing existing values.

[*Note:* Reading environment variables is not included in this access level.]