

Re: Deserialization exception when using MarshalByRef object with events

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.remoting/2004-10/0396.html>

From: Ken Kolda (*ken.kolda_at_elliemae-nospamplease.com*)

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In your server's config file you have the <serverProviders> element outside of the <channel> element. It should be inside (as you have it in your client's config file).

```
<channel ref="tcp" port="4000">
  <serverProviders>
    <formatter ref="binary" typeFilterLevel="Full" />
  </serverProviders>
</channel>
```

Ken

"Shannon Cayze" <scayze@us.loreal.com> wrote in message
news:f9c7c737.0410271050.71e5971a@posting.google.com...

> *Hello all,*

>

> *I'm getting the following exception on the client when attempting to*

> *assign a delegate to a MarshalByRefObject's event on the server:*

>

> *"An unhandled exception of type 'System.Security.SecurityException'*

> *occurred in mscorlib.dll*

>

> *Additional information: Type System.DelegateSerializationHolder and*

> *the types derived from it (such as System.DelegateSerializationHolder)*

> *are not permitted to be deserialized at this security level."*

>

> *I saw all sorts of documentation telling me to change the*

> *typeFilterLevel to full, either in a .config file or in code. I've*

> *tried it both ways and it still doesn't work. Here are the key parts*

> *of code from the server, client, MarshalByRef object, and .config*

> *files:*

>

> ****** Server code ******

>

> *public class Server*

```
> {
> .
> .
> public void Start()
> {
> RemotingConfiguration.Configure("Server.exe.config");
> }
> .
> .
> }
>
> ***** Client code *****
>
> public class Client
> {
> .
> .
> public void Start()
> {
> RemotingConfiguration.Configure("Client.exe.config");
> Bomb bomb = new Bomb();
> bomb.BombDetonated += new BombHandler(BombDetonated);
> bomb.Detonate();
> }
>
> private void BombDetonated(Bomb bomb)
> {
> Console.WriteLine("Bomb Detonated");
> }
> .
> .
> }
>
> ***** MarshalByRefObject code *****
>
> public class Bomb : MarshalByRefObject
> {
> public delegate void BombHandler(Bomb bomb);
> public event BombHandler BombDetonated;
> public event BombHandler BombDiffused;
>
> public void Detonate() {...}
> public void Diffuse() {...}
> }
>
>
> ***** Server.exe.config *****
>
> <configuration>
> <system.runtime.remoting>
> <application>
```

```
> <channels>
> <channel ref="Tcp" port="4000" />
> <serverProviders>
> <formatter ref="binary" typeFilterLevel="Full" />
> </serverProviders>
> </channels>
>
> <service>
> <wellknown mode="Singleton" type="SharedObjects.Bomb,
> SharedObjects"
> objectUri="Bomb.rem" />
> </service>
> </application>
> </system.runtime.remoting>
> </configuration>
>
> ***** Client.exe.config *****
>
> <configuration>
> <system.runtime.remoting>
> <application>
>
> <channels>
> <channel ref="tcp" port="0">
> <clientProviders>
> <formatter ref="binary" />
> </clientProviders>
> <serverProviders>
> <formatter ref="binary" typeFilterLevel="Full" />
> </serverProviders>
> </channel>
> </channels>
>
> <client>
> <wellknown type="SharedObjects.Bomb, SharedObjects"
> url="Tcp://localhost:4000/Bomb.rem" />
> </client>
>
> </application>
> </system.runtime.remoting>
> </configuration>
>
> *****
>
> Also, if I start the program without debugging, part of the exception
> refers to the Microsoft .Net security policy and altering it. Can
> anyone tell me what I'm doing wrong? I've seen many threads where
> people have gotten it to work, so I know it's possible, but I think
> I'm missing something small.
>
> Thanks in advance,
```

microsoft.public.dotnet.framework.remoting: Re: Deserialization exception when using MarshalByRef object with even

> *Shannon*