SECURITY_ATTRIBUTES structure

The **SECURITY_ATTRIBUTES** structure contains the *security descriptor* for an object and specifies whether the handle retrieved by specifying this structure is inheritable. This structure provides security settings for objects created by various functions, such as **CreateFile**, **CreatePipe**, **CreateProcess**, **RegCreateKeyEx**, or **RegSaveKeyEx**.

Syntax

```cpp
typedef struct _SECURITY_ATTRIBUTES {
  DWORD  nLength;
  LPVOID lpSecurityDescriptor;
  BOOL   bInheritHandle;
} SECURITY_ATTRIBUTES, *PSECURITY_ATTRIBUTES, *LPSECURITY_ATTRIBUTES;
```

Members

nLength

> The size, in bytes, of this structure. Set this value to the size of the **SECURITY_ATTRIBUTES** structure.

lpSecurityDescriptor

> A pointer to a **SECURITY_DESCRIPTOR** structure that controls access to the object. If the value of this member is **NULL**, the object is assigned the default security descriptor associated with the *access token* of the calling process. This is not the same as granting access to everyone by assigning a **NULL** *discretionary access control list* (DACL). By default, the default DACL in the access token of a process allows access only to the user represented by the access token.
>
> For information about creating a security descriptor, see **Creating a Security Descriptor**.

bInheritHandle

> A Boolean value that specifies whether the returned handle is inherited when a new process is created. If this member is **TRUE**, the new process inherits the handle.

Requirements

Minimum supported client	Windows XP [desktop apps	Windows Store apps]
Minimum supported server	Windows Server 2003 [desktop apps	Windows Store apps]

Header	Winbase.h (include Windows.h)

See also

SECURITY_DESCRIPTOR