

Script Approval

Manual approval of entire scripts, or method signatures, by an administrator provides Administrators with additional flexibility to support more advanced usages of in-process scripting. When the [Groovy Sandbox](#) is disabled, or a method outside of the built-in list is invoked, the Script Security plugin will check the Administrator-managed list of approved scripts and methods.

For scripts which wish to execute outside of the [Groovy Sandbox](#), the Administrator must approve the **entire** script in the **In-process Script Approval** page:

Approve / Deny

Groovy script from [notadmin](#) in [unboxed-pipeline](#):

```
node {  
    echo 'Hello World'  
}
```

You can also remove all previous script approvals:

Clear Approvals

Figure 5. Approving an unsandboxed Scripted Pipeline

For scripts which use the [Groovy Sandbox](#), but wish to execute an currently unapproved method signature will also be halted by Jenkins, and require an Administrator to approve the specific method signature before the script is allowed to execute:

No pending script approvals.

You can also remove all previous script approvals:

Clear Approvals

Approve / Approve assuming permission check / Deny

signature : staticMethod
org.codehaus.groovy.runtime.DefaultGroovyMethods get java.util.Map
java.lang.Object java.lang.Object

Signatures already approved:

Figure 6. Approving a new method signature