

# IdPTransientNameIdentifier

## Transient Name Identifier

Transient name identifiers have the following properties:

Property	Value
longevity	transient, configurable lifetime
transparency	opaque
targeted	no
revokable	yes, ID automatically revoked after a defined number of minutes
reassignable	yes

## Define the Attribute

Transient name identifier attributes are created in two steps:

1. Create a [TransientId](#) or [CryptoTransientId](#) attribute definition that generates the transient ID value.
2. Attach [SAML 1 Name Identifier](#) and [SAML 2 NameID](#) attribute encoder to the attribute.

### Transient Name Identifier Attribute Definition

```
<resolver:AttributeDefinition id="transientId" xsi:type="TransientId"
    xmlns="urn:mace:shibboleth:2.0:resolver:ad">

    <resolver:AttributeEncoder xsi:type="SAML1StringNameIdentifier"
        xmlns="urn:mace:shibboleth:2.0:attribute:encoder"
        nameFormat="urn:mace:shibboleth:1.0:nameIdentifier" />

    <resolver:AttributeEncoder xsi:type="SAML2StringNameID"
        xmlns="urn:mace:shibboleth:2.0:attribute:encoder"
        nameFormat="urn:oasis:names:tc:SAML:2.0:nameid-format:transient" />

</resolver:AttributeDefinition>
```



The name format for a transient ID in SAML 1 is `urn:mace:shibboleth:1.0:nameIdentifier` and in SAML 2 is `urn:oasis:names:tc:SAML:2.0:nameid-format:transient`

## Release the Attribute

Finally, define an [attribute filter policy](#) that releases the transient ID to the intended relying parties. Since transient IDs are opaque, and thus not personally identifiable, they are safe to release to anyone. Therefore the following attribute filter policy is suggested but others may be used at the deployer's discretion.

### Attribute Filter Policy Releasing Transient ID to Anyone

```
<AttributeFilterPolicy id="releaseTransientIdToAnyone">

    <PolicyRequirementRule xsi:type="basic:ANY" />

    <AttributeRule attributeID="transientId">
        <PermitValueRule xsi:type="basic:ANY" />
    </AttributeRule>

</AttributeFilterPolicy>
```