

NAME

get_lockmode – get current lock state of object

SYNOPSIS

```
#include <ShoreApp.h>
shrc Ref<T>::get_lockmode(LockMode &lm) const;
```

DESCRIPTION

Get_lockmode returns the current lock state of the referenced object with respect to the current transaction. If the object was created within the current transaction, then the reported lockmode will be EX (exclusive). If the ref is nil, then an error will be returned.

VERSION

This manual page applies to Version 1.1 of the Shore software.

SPONSORSHIP

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