NAME

lockObj – lock a Shore object

SYNOPSIS

```
enum LockMode { NL=0,IS=1,IX=2,S=3,SIX=4,U=5,X=6 };

VASResult shore_vas::lockObj(
            const  lrid_t     &obj,
            LockMode          lock,
            RequestMode       blockmode = Blocking
          );
```

DESCRIPTION

LockObj locks an object without bringing it into the caller's address space.

ARGUMENTS

The argument *obj* is the full logical object identifier of the object to be locked.

The argument *lock* takes one of the values

```
enum LockMode { NL=0,IS=1,IX=2,S=3,SIX=4,U=5,X=6 },
```

which indicates what kind of a lock the SVAS will acquire when the object is read. A value of NL has no effect. If the object is already locked at some level, the lock is upgraded if appropriate.

The argument *blockmode* takes a value from the enumeration

```
enum RequestMode    { NonBlocking=0, Blocking = 1 };
```

The default value is Blocking, in which case the call to **lockObj** does not return until the lock is acquired or a deadlock occurs. **Nonblocking lock requests are not implemented to date.**

ENVIRONMENT

LockObj is available on both the server and clients.

LockObj must be called when a transaction is active.

ERRORS

Deadlocks can occur while locks are being acquired. See **transaction(svas)** for information about deadlocks.

A complete list of errors is in **errors(svas).**

VERSION

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

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SEE ALSO

readObj(svas), transaction(svas), and **errors(svas).**