PBSetFLock Lock a file (prevent write access)

#include <Files.h> **File Manager (PBxxx)**

```
OSErr       PBSetFLock(pb, async);
ParmBlkPtr  pb ;        address of an 80-byte FileParam structure
Boolean     async ;     0=await completion; 1=immediate return
            returns     Error Code; 0=no error
```

PBSetFLock locks an unopened file. Subsequently, the file may not be deleted or renamed and write operations will fail.

pb is the address of an 80-byte FileParam structure. The relevant fields are as follows:

Out-In	Name	Type	Size	Offset	Description
->	ioCompletion	ProcPtr	4	12	Completion routine address (if *async* =TRUE)
->	ioNamePtr	StringPtr	4	18	Address of full or partial path/filename
->	ioVRefNum	short	2	22	Volume, drive, or directory reference
->	ioFVersNum	SignedByte	1	26	Version (usually 0, always 0 for HFS)
<-	ioResult	OSErr	2	16	Error Code (0=no error, 1=not done yet)

async is a Boolean value. Use FALSE for normal (synchronous) operation or TRUE to enqueue the request and resume control immediately. See Async I/O.

Returns: an operating system Error Code. It will be one of:

noErr	(0)	No error
extFSErr	(-58)	External file system
fnfErr	(-43)	File not found
ioErr	(-36)	I/O error
nsvErr	(-35)	No such volume
vLckdErr	(-46)	Volume is locked
wPrErr	(-44)	Diskette is write-protected

Notes: **PBSetFLock** sets a file's lock attribute. This prevents programs from deleting (**PBHDelete**), renaming (**PBRename**), or writing (**PBWrite**) to the file. Any attempt to open the file (**PBOpen**) for writing will fail.

This has no affect on currently-open access paths. Thus, you can open a file for writing, then lock it using the same parameter block. Afterward, use **PBRstFLock** to unlock the file.

You can lock/unlock an entire volume via **PBSetVInfo** or lock a selected portion of an open file via **PBLockRange**. The high-level version of this call is **SetFLock**, the HFS version is **PBHSetFLock**. Use **PBGetFInfo** to see if a file is currently locked (ioFlAttrib bit 1 is set).

Be sure to call **PBFlushVol** to check that the change is written to disk.