Lock Modes

A process running within a VMSCluster may obtain a lock on a resource. There are six lock modes that can be granted, and these determine the level of exclusivity of access to the resource. Once a lock has been granted, it is possible to convert the lock to a higher or lower level of lock mode. When all processes have unlocked a resource, the system's information about the resource is destroyed.

- Null Lock (NL). Indicates interest in the resource, but does not prevent other processes from locking it. It has
 the advantage that the resource and its lock value block are preserved, even when no processes are locking
 it
- Concurrent Read (CR). Indicates a desire to read (but not update) the resource. It allows other processes to
 read or update the resource, but prevents others from having exclusive access to it. This is usually employed
 on high-level resources, in order that higher levels of lock can be obtained on subordinate resources.
- Concurrent Write (CW). Indicates a desire to read and update the resource. It also allows other processes to
 read or update the resource, but prevents others from having exclusive access to it. This is also usually
 employed on high-level resources, in order that higher levels of lock can be obtained on subordinate resources.
- Protected Read (PR). This is the traditional *share lock*, which indicates a desire to read the resource but prevents other from updating it. Others can however also read the resource.
- Protected Write (PW). This is the traditional update lock, which indicates a desire to read and update the
 resource and prevents others from updating it. Others with Concurrent Read access can however read the
 resource.
- Exclusive (EX). This is the traditional exclusive lock which allows read and update access to the resource, and prevents others from having any access to it.

The following truth table shows the compatibility of each lock mode with the others:

