

SLOCK - Source Locking

This Natural profile parameter is used to specify how concurrent updates of Natural source members are to be handled (see also *Locking of Source Objects* in the *Editors* documentation).

Possible settings	PRE	<p>Activates locking of source objects that are edited either locally or in a SPoD environment, or using Natural ISPF, or in mixed environments.</p> <p>This is the recommended setting when working in mixed environments.</p> <p>In order to lock a source member against concurrent updates, a specific record is written to the Natural system file FUSER or FNAT (depending on where the source member to be edited is located).</p>
	SPOD	<p>Locking of source objects occurs only in a remote development environment basing on Natural Single Point of Development (SPoD). This setting provides compatibility with previous Natural versions that supported locking under SPoD.</p> <p>In order to lock a source member against concurrent updates, a specific record is written to the Development Server File (FDIC) system file.</p>
	POST	<p>When setting SLOCK=POST, the source object which is being edited can be read into the source work area and modified by multiple users. However, only the user who saves a modification first can update the source object. This is done by comparing the time stamp of the source object stored in the database with the time stamp of the source object when it is read into the source work area. All other users receive appropriate error messages when trying to save the source. This is not compatible with the SPoD locking concept of previous Natural versions.</p>
	OFF	Deactivates all locking mechanisms.
Default setting	SPOD	
Dynamic specification	yes	
Specification within session	no	