

# Locking Logic

The frame gallery suggested code uses the pessimistic locking concept. This involves the following procedures:

- Lock Marker Check and Write
  - Remove Lock Markers
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## Lock Marker Check and Write

Immediately following the identification of a key value, it is checked whether or not a lock marker for the key ID of the associated object has been written. If yes, the access to the object is denied. Otherwise, a lock marker is written.

The locking of data occurs in a standard fashion during the start of the transaction. In the custom component `Z_LOCK_RECORD` the frames for main dialogs are assigned the object identifier and the key ID. The standard subroutine `Z_CHECK_AND_LOCK_RECORD` assumes responsibility for locking the data record.

Furthermore, it can be necessary to lock additional records at a given point during transaction processing. For this purpose, the suggested code of customizable component `Z_LOCK_RECORD` can be copied and adapted accordingly for use within any other component.

## Remove Lock Markers

Lock markers are removed when the transaction is terminated normally or is cancelled. The removal is performed by the dialog frame. The key ID used is the unique transaction time stamp in combination with the identifier of the current user.