

LockVariable Statement

Description

Locks a BASIC+ variable, so that its data does not move in memory. Used in conjunction with GetPointer.

Syntax

LockVariable *variable* As *VARIABLE_TYPE*

Caution: In the syntax for LockVariable, VARIABLE_TYPE is not quoted, although it is a literal. VARIABLE_TYPE should not be quoted. Quoting this parameter will cause compiling errors and unpredictable results.

Parameters

LockVariable has the following parameters.

Parameter	Description
<i>Variable</i>	A BASIC+ variable name. The name cannot be an expression.
<i>VARIABLE_TYPE</i>	Specifies the type of data referenced by variable.

LockVariable is required because garbage collection is OpenInsight can move values. If the return value from GetPointer() is being assigned to a variable, LockVariable the variable first before passing it to GetPointer. Always make sure that a variable locked with LockVariable is released with UnlockVariable.

Data Types

The following table shows C data types and the corresponding OpenInsight Engine-level data types.

C data type	OpenEngine-level Data Type
Char	String.
Byte, Ubyte	Long.
Short, Ushort	Long.
Long	Long.
Float	Double.
Double	Double.
LPVoid	Long.
LPChar	String.
LPByte, LPUByte	Long.
LPShort, LPUShort	Long.
LPLong	Long.
LPDouble	Double.

See also

[GetPointer\(\)](#), [GetValue\(\)](#), [UnlockVariable](#)