

**NAME**

**VOP\_LOCK, VOP\_UNLOCK, VOP\_ISLOCKED, vn\_lock** - serialize access to a vnode

**SYNOPSIS**

```
#include <sys/param.h>
```

```
#include <sys/lock.h>
```

```
#include <sys/vnode.h>
```

*int*

```
VOP_LOCK(struct vnode *vp, int flags);
```

*int*

```
VOP_UNLOCK(struct vnode *vp);
```

*int*

```
VOP_ISLOCKED(struct vnode *vp);
```

*int*

```
vn_lock(struct vnode *vp, int flags);
```

**DESCRIPTION**

These calls are used to serialize access to the file system, such as to prevent two writes to the same file from happening at the same time.

The arguments are:

*vp* The vnode being locked or unlocked.

*flags* One of the lock request types:

LK_SHARED	Shared lock.
LK_EXCLUSIVE	Exclusive lock.
LK_UPGRADE	Shared-to-exclusive upgrade.
LK_DOWNGRADE	Exclusive-to-shared downgrade.
LK_RELEASE	Release any type of lock.
LK_DRAIN	Wait for all lock activity to end.

The lock type may be *or*'ed with these lock flags:

LK_NOWAIT	Do not sleep to wait for lock.
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LK\_SLEEPFAIL    Sleep, then return failure.  
LK\_CANRECURSE    Allow recursive exclusive lock.  
LK\_NOWITNESS    Instruct witness(4) to ignore this instance.

The lock type may be *or*'ed with these control flags:

LK\_INTERLOCK    Specify when the caller already has a simple lock (**VOP\_LOCK()** will unlock the simple lock after getting the lock).  
LK\_RETRY        Retry until locked.

Kernel code should use **vn\_lock()** to lock a vnode rather than calling **VOP\_LOCK()** directly. **vn\_lock()** also does not want a thread specified as argument but it assumes curthread to be used.

## RETURN VALUES

Zero is returned on success, otherwise an error is returned.

## SEE ALSO

vnode(9)

## AUTHORS

This manual page was written by Doug Rabson.