



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

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# LocalLock

## Brief

Locks a local memory object and returns a pointer to its first byte.

## Syntax

```
LPVOID WINAPI LocalLock(  
HLOCAL hMem  
);
```

## Parameters

hMem - Handle to the memory object.

## Return Value

Returns a pointer to the beginning of the memory block.

Returns NULL on failure (e.g., handle is invalid or the block has been discarded). Call GetLastError.

## Notes

Increments the lock count of the object by one. The heap manager cannot move or discard a locked block.

Every call to LocalLock must be balanced with a call to LocalUnlock.

For fixed objects (LMEM\_FIXED), the lock count is always zero and the returned pointer equals the handle.

## Example Code

## C Binding

```
LPSTR pData = (LPSTR)LocalLock(hMem);
if (pData) {
    // work with data
    LocalUnlock(hMem);
}
```

## MASM Binding

```
push hMem
call LocalLock
mov [p], ax
```

### See also

- [LocalUnlock](#)
- [LocalHandle](#)

Group	Functions
<b>Module manager</b>	GETVERSION GETMODULEHANDLE GETMODULEUSAGE GETMODULEFILENAME GETPROCADDRESS MAKEPROCINSTANCE FREEPROCINSTANCE GETINSTANCEDATA CATCH THROW GETCODEHANDLE LOADLIBRARY
<b>Global Memory Manager</b>	GlobalAlloc GlobalCompact GlobalDiscard GlobalFree GlobalLock GlobalReAlloc GlobalSize GlobalUnlock GlobalFlags
<b>Local Memory Manager</b>	<a href="#">LocalInit</a> <a href="#">LocalAlloc</a> <a href="#">LocalCompact</a> <a href="#">LocalDiscard</a> <a href="#">LocalFree</a> <a href="#">LocalLock</a> <a href="#">LocalFreeze</a> <a href="#">LocalMelt</a> <a href="#">LocalReAlloc</a> <a href="#">LocalSize</a> <a href="#">LocalUnlock</a> <a href="#">LocalHandleDelta</a> <a href="#">LockData</a> <a href="#">UnlockData</a> <a href="#">LocalFlags</a>
<b>Task Scheduler</b>	GetCurrentTask Yield SetPriority
<b>Resource Manager</b>	AddFontResource RemoveFontResource LoadBitmap LoadCursor LoadIcon LoadMenu LoadString LoadAccelerators FindResource LoadResource AllocResource LockResource FreeResource AccessResource SizeofResource SetResourceHandler
<b>String Translation</b>	<a href="#">AnsiUpper</a> <a href="#">AnsiLower</a> <a href="#">AnsiNext</a> <a href="#">AnsiPrev</a>
<b>Atom Manager</b>	<a href="#">InitAtomTable</a> <a href="#">AddAtom</a> <a href="#">DeleteAtom</a> <a href="#">FindAtom</a> <a href="#">GetAtomName</a>
<b>Windows Initialization File</b>	GetProfileInt GetProfileString WriteProfileString
<b>Debugging</b>	FatalExit
<b>File I/O</b>	_lopen _lcreat _llseek _lread _lwrite _lclose OpenFile GetTempFileName GetTempDrive
<b>Registry</b>	<a href="#">RegOpenKey</a> <a href="#">RegCreateKey</a> <a href="#">RegCloseKey</a> <a href="#">RegDeleteKey</a> <a href="#">RegSetValue</a> <a href="#">RegQueryValue</a> <a href="#">RegEnumKey</a>

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