Object Lock

What is the Islandora Object Lock?
Islandora Object Lock allows users to lock objects to prevent modifications by other users while modifying an object. It also automatically locks objects when edits are being made to datastreams. Users will be prompted to "acquire the lock" before modifying certain aspects of their objects.

Locking and Unlocking an Object

- When attempting to modify the properties or datastreams of any object in the repository, you will be prompted to "acquire the lock" for the object.

![Image: You must acquire the lock before any modifications can be made with this form.]

- After clicking "acquire the lock" you will need to confirm the lock on the next page.

![Image: This temporarily prevents object modifications by other users.]

- Once you click "Confirm," a message on the object page will appear confirming you have locked the object.

![Image: This allows other users to modify the object.]

- The lock on the object will automatically expire after 30 minutes. You can also manually remove the lock by clicking "Release." You will need to click "Confirm" to unlock the object.
Once you click "Confirm" a message will appear on the object's page confirming the object lock has been removed.

The object lock has been removed.