How Do Locks Work in Lasernet 9 and 10?

Mikael Wängelin - 2025-01-16 - Comments (0) - Lasernet FAQs

Lasernet

Applies to: Lasernet 9 and 10

Multiple users can work with the same configuration from different computers simultaneously. A built-in lock system handles locked and non-committed objects from being edited at the same time.

It is recommended that you create unique users on the Lasernet Configuration Server for each user working with the Lasernet Developer, in order to track changes and commits as well as handling object locks in the configuration.

When an object is added, opened or modified, a lock symbol will appear next to it with information about who has locked it and when. The object is locked for any user until it is either committed or reverted.

To identify locks within a build, open Lasernet Developer, click **Revision** in the Menu bar and then select the **Locks** option.
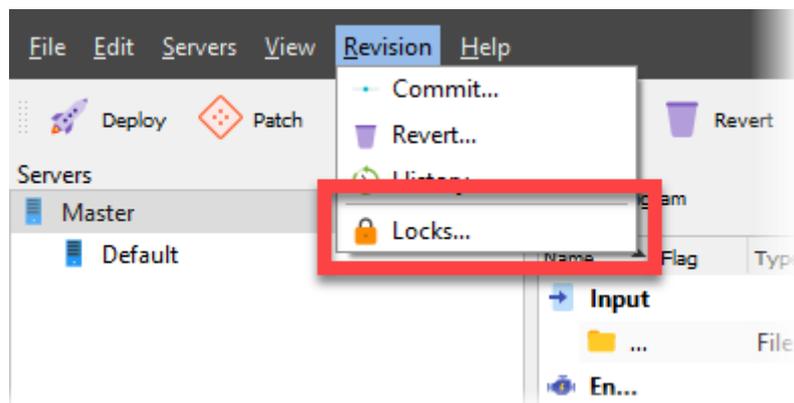
Only a user of the admin group is able to remove listed locks for another user. This is

because removing locks will remove the user's work.

Below are two scenarios where the Locks feature would come into use:

Scenario One

The admin user logs into Lasernet Developer and tries to open the PDF module. An alert appears explaining that the PDF module is locked by user User2.
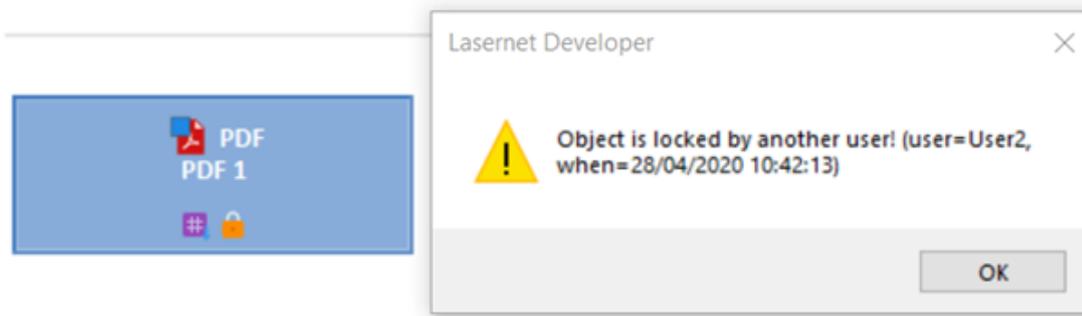
User2 can log in and commit or revert the amend to the PDF module so it will become unlocked. Alternatively, the admin user can remove the lock by opening **Revision** > **Locks** and clicking **Remove**.
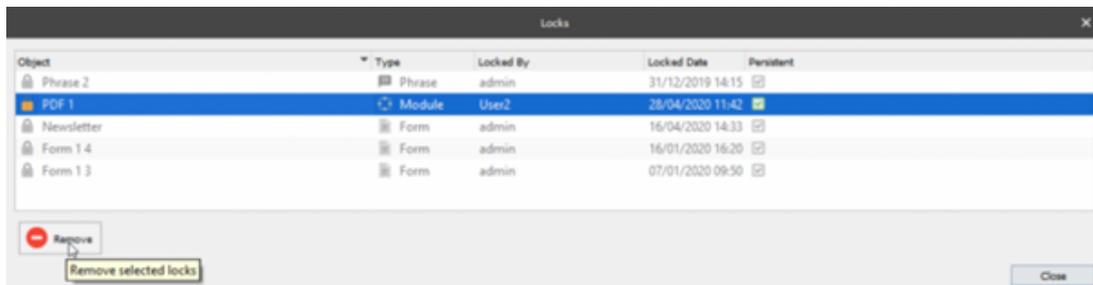
Removing the lock means all the modified settings of a non-committed object are immediately lost for that logged-in user (or when the configuration opens for that user). In this example, User2 would lose their work on the PDF module.

Scenario Two

In the example below, the admin user is logged in and has made amends to several objects. The admin user wishes to remove the locks. They appear greyed out as they belong to the admin user. These greyed-out locks can only be removed by the admin user by committing

or reverting the changes. They cannot be removed by using the lock screen as users cannot remove their own locks.

Committing Changes

To push any new changes (additions, edits, deletions) to the configuration server since the last revision, click **Commit**. These changes will be pushed to logged-in users (or the next time the configuration opens for that user).
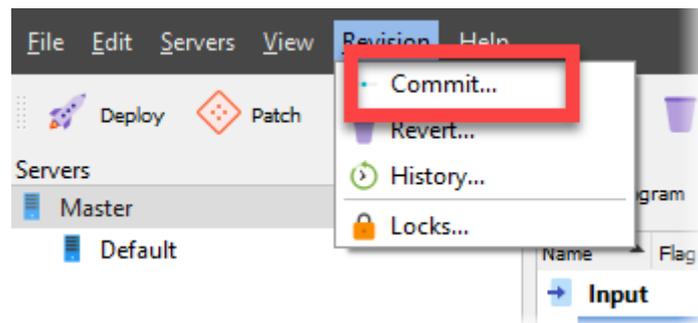
or here:
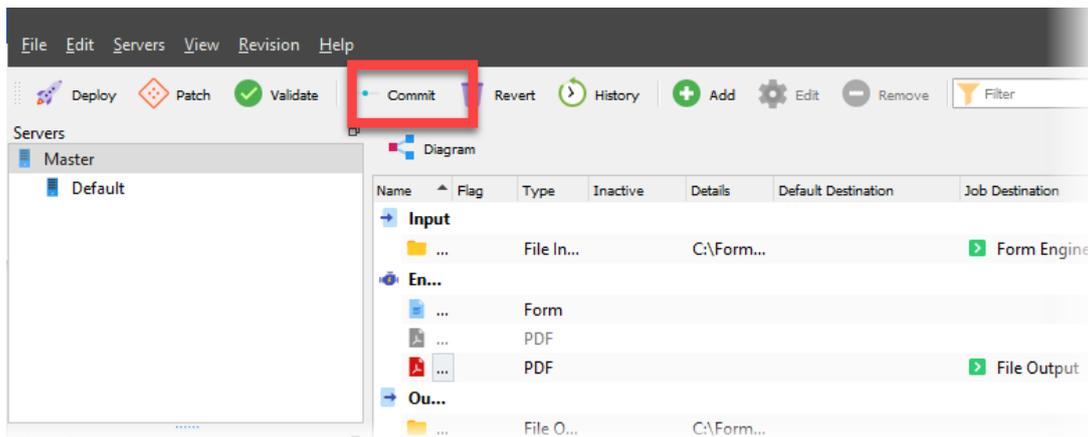
Reverting Changes

Click **Revert** to revert changes for the selected objects since the last commit. These changes will be pushed to logged-in users (or the next time the configuration opens for that user).