

Lock Unlock

Lock Unlock , . Lock , Unlock .



!

Unlock, Lock. .

Lock Unlock.

:

```
function Lock()
```

```
function Unlock()
```

. 1 , . (). counter.

1:

```
//
var i = Number(0);
if (Event.SourceType == "MACRO" && Event.SourceId== "1" && Event.Action == "RUN")
{
    var msg = CreateMsg();
    msg.StringToMsg(GetObjectIds("GRELE"));
    var objCount = msg.GetParam("id.count");
    var k;
    for(k= 0; k < objCount; k++)
        if(GetObjectState("GRELE", msg.GetParam("id." + k))== "ALARM"){
            Lock();
            i = Itv_var("counter");
            i++;
            Itv_var("counter")=i;
            Unlock();
        }
}
```

2:

```
//
var i = Number(0);
if (Event.SourceType == "MACRO" && Event.SourceId== "1" && Event.Action == "RUN")
{
    var msg = CreateMsg();
    msg.StringToMsg(GetObjectIds("GRAY"));
    var objCount = msg.GetParam("id.count");
    var k;
    for(k = 0; k < objCount; k++)
        if(GetObjectState("GRAY", msg.GetParam("id." + k))!= "ALARMED"){
            Lock();
            i = Itv_var("counter");
            i++;
            Itv_var("counter")=i;
            Unlock();
        }
}
```



Lock() Unlock(), , .