



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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LocalFlags

Brief

Returns information about a local memory object, including its lock count and discardable status.

Syntax

```
UINT WINAPI LocalFlags(  
HLOCAL hMem  
);
```

Parameters

hMem – Handle to the memory object.

Return Value

The low-order byte of the low-order word contains the lock count. Use `LMEM_LOCKCOUNT` to mask this value.

The high-order byte of the low-order word indicates the allocation attributes (e.g., `LMEM_DISCARDABLE`, `LMEM_DISCARDED`).

If the handle is invalid, the function returns `LMEM_INVALID_HANDLE` (0x7FFF).

Notes

For fixed objects, the lock count is always zero.

Can be used to determine whether a block has been discarded (by checking for `LMEM_DISCARDED` in the high-order byte).

Example Code

C Binding

```
UINT flags = LocalFlags(hMem);
if (flags != LMEM_INVALID_HANDLE) {
WORD lockCount = flags & LMEM_LOCKCOUNT;
if (flags & 0x0F00) ... // discardable/discarded
}
```

MASM Binding

```
push hMem
call LocalFlags
and ax, LMEM_LOCKCOUNT ; extract lock count
```

See also

- [LocalLock](#)
- [LocalUnlock](#)

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

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