Identification

addname
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Purpose

This command allows the user to add a name to a specified entry.

Usage

At command level:

        addname   path   name

As a subroutine:

        call addname_(path, name, code);

    dcl path char(*),   /*path name of entry to be modified*/

        name char(33),   /*name to be added*/

        code fixed bin(17);   /*command system error code*/

The name, name, is added to the entry indicated by path.
Read and write access are necessary in the directory of
the entry. The name, name, must not exist in the directory.
The equals convention described in BX.8.00 may be used.

Examples

1. addname   >system_library>fred george

    The name "george" is added to the entry "fred" in the
    directory " >system_library".

2. addname   jones.smith jones.=.epl

    The name "jones.smith.epl" is added to the entry
    "jones.smith" in the working directory.

3. addname   ([files apple.**]) pear.==

    To all entries in the working directory with names
    beginning with the component "apple" are added
    these names but with apple replaced by "pear".

4. addname pie (cake pastry cookie)

> The names "cake", "pastry", and "cookie" will be added to
> the entry with name "pie" in the working directory.

Implementation

addname calls <u>setpath</u> to break up the path into a directory
and an entry name and then calls equalcomp (BY.2.06) to
interpret the equal signs. It then calls ufo$chname (BY.2.01)
to perform the changes in the file system. If an error
is detected it is reported by a call to command_error.