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### Identification

rename

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### Purpose

This command changes a name at a specified entry.

### Usage

At command level:

```
rename  path name
```

As a subroutine:

```
call rename_(path, name, code);
dcl path char(*),           /*path of entry whose
                             name is to be changed*/
name char(33),              /*name to be added*/
code fixed bin(17);        /*command system error
                             code*/
```

The entry name specified in path is deleted from the branch specified by path and is replaced by name. The read and write attribute are necessary in the directory specified in path. The name, name, must not exist anywhere in the directory. The equals convention as described in BX.8.00 may be used.

### Examples

1) rename >user\_dir\_dir>fred george

The branch "fred" in directory ">user\_dir\_dir\_" is changed to branch "george".

2) rename ([files \*.ep1]) =.p1/1

All two component names with second component "ep1" in the working directory are changed to have a second component "p1/1".

3) rename >system\_library>(peach peach.link) pear.==

The entries "peach" and "peach.link" in directory ">system\_library>" are changed to "pear" and "pear.link" respectively.

### Implementation

setpath is called to break the paths into directories and entry names. equalcomp (BY.2.06) interprets the equal signs and ufo\$chname (BY.2.01) is called to modify the file system. Errors are reported by a call to command\_error.