

SameDir modifies MAKEFILE to guard against inadvertently writing out a file onto a directory other than the one it came from.

SameDir adds the form (CHECKSAMEDIR) to MAKEFILEFORMS. It compares the (HOST&DIRECTORYFIELD *OLDFILE*) against (DIRECTORYNAME T T) to see whether the connected directory matches the old file's source.

Installation

Load SAMEDIR.LCOM from the library.

User Interface

If you do a MAKEFILE and you are connected to a directory that is not listed in the FILEDATES property of the file, and the file has a FILEDATES property at all (i.e., this isn't a brand new file), the system will prompt you with:

You haven't loaded or written TORTOISE in your connected directory {server}<user> should I write it out anyway?

Your options are reply with Y, N, C, or O:

- Y Yes, do the MAKEFILE
- N No, abort the MAKEFILE
- C Connect to other directory: allows you to type in another path.
- O Oops! Connect to the best guess; i.e., the directory where the file was last loaded or written. This option requires confirmation, in case you don't like the directory that the system prompts you with.

The default answer to the question is Y (do the MAKEFILE).

When comparing directory names, SameDir ignores case differences between the old and new directory names.

MIGRATIONS

[Variable]

For those who regularly LOADFROM files on one directory and MAKEFILE elsewhere, the variable MIGRATIONS can be set to keep SameDir from asking too often. It is an association list containing pairs of (*OLDDIR* . *NEWDIR*), which specifies which migrations are allowable.

For example, if it is legitimate to LOADFROM a file on {MYHOST}<PUBLIC> and then do a MAKEFILE to {MYHOST}<TEST>, then adding ({MYHOST}<PUBLIC> . {MYHOST}<TEST>) to MIGRATIONS will prevent MAKEFILE from complaining about such movement.

Limitations

For Unix hosts using the PUP FTP protocol, there is sometimes an inconsistency between the directory name in the full file name and the directory name in DIRECTORYNAME. SameDir may have trouble in that case detecting that the directories are the same.