

# SAMEDIR

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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

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Load `SAMEDIR.LCOM` from the library.

## User Interface

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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

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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.

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