

RenameResource

This function renames a resource.

Syntax

```
bool renameResource ( string/resource theResource, string newResourceName, [ string organizationalPath ] )
```

OOP Syntax Help! I don't understand this!

Method: *resource:rename(...)*

Variable: *.name*

Counterpart: *getResourceName*

Required Arguments

- **theResource:** The name of resource or the resource you want to rename.
- **newResourceName:** The name of what the resource should be renamed to.

Optional Arguments

- **organizationalPath:** If you want to store the new resource inside a category.

Returns

Returns *true* if the resource has been renamed successfully, *false* otherwise. This could fail if the resource name already is in use, if a directory already exists with the name you've specified (but this isn't a valid resource) or if the name you specify isn't valid. It could also fail if the disk was full or for other similar reasons. Won't work on a started resource or if the resource is not loaded (not known by NRP (use /refresh))