

Rename

Change the name of a file or directory

#include <Files.h>

File Manager

```

OSErr      Rename(oldName, vRefNum, newName );
Str255     oldName ;      address of length-prefixed name of file to rename
short      vRefNum ;      volume or working directory reference
Str255     newName ;      address of length-prefixed desired new name
returns    Error Code; 0=no error

```

Rename renames a file or directory. This simply changes the text of the name; it cannot be used to move a file to a different directory (see **PBCatMove**).

oldName is the address of a length-prefixed, pascal-style string containing the current name of the file or directory (directory names should end with a colon ":").

vRefNum is the reference number of the volume or working directory that contains the file or directory *fileName*. Use 0 to specify the default volume.

newName is the address of a length-prefixed, pascal-style string containing the desired new name for the file or directory (directory names should end with a colon ":").

Returns: an operating system Error Code. It will be one of:

noErr	(0)	No error
bdNamErr	(-37)	Bad name, <i>newName</i> is different type from <i>oldName</i>
dirFulErr	(-33)	Directory full
dirNFErr	(-120)	Directory not found
dupFNErr	(-48)	Duplicate filename (<i>newName</i> already exists)
extFSErr	(-58)	External file system
fLckdErr	(-45)	File is locked
fnfErr	(-43)	File not found
fsRnErr	(-59)	Rename error
ioErr	(-36)	I/O error
nsvErr	(-35)	No such volume
paramErr	(-50)	No default volume
vLckdErr	(-46)	Volume is locked
wPrErr	(-44)	Diskette is write-protected

Notes: The *vRefNum* parameter describes the volume or directory in which the item to rename currently resides. You may use a "hard" volume number, or a working directory reference as returned by Standard File.

Both filenames must resolve to entries in the same directory; i.e., if *oldName* is a fully-qualified three-name pathspec, then *newName* must also provide that same information, with only the final element in the name changing. For instance:

```
Rename( "\pHardDisk:Ltrs:Smith", 0, "\pHardDisk:Ltrs:Jones" );
```

When you rename a directory or volume, both names should end in a colon, e.g.:

```
Rename( "\pHardDisk:", 0, "\pEasyDisk:" );
```

Perhaps the most common use of this function is when making a backup of a document or other file before saving a changed version. You can simply rename the old version then save the modified file with the original name; e.g.:

```
err = Rename( "\pHdDsk:Ltrs:Smith", 0, "\pHdDsk:Ltrs:CopyOf Smith" );
if (rc == dupFNErr ) {
    Rename("pHdDsk:Ltrs:Smith",0,"\pHdDsk:Ltrs:CopyOf CopyOf Smith");
}
else { . . . handle the error . . . }
MySaveFile( "\pHardDisk:Ltrs:Smith" );
```

The low-level **PBCatMove** function lets you move a file into a different directory (a sensible alternative to copying the file data and deleting the original). The low-level version of this command is **PBRename** and the HFS-specific version is **PBHRename**.

This function fails if the file or volume is locked or if a file having the name *newName* already exists in the specified directory.