

**HRename**

Rename a file, volume, or directory

#include &lt;Files.h&gt;

**File Manager**

<u>OSErr</u>	<b>HRename</b> ( <i>vRefNum, dirID, oldName, newName</i> );	
<u>short</u>	<i>vRefNum</i> ;	volume or directory reference number
<u>long</u>	<i>dirID</i> ;	ID of directory that oldName resides in
<u>Str255</u>	<i>oldName</i> ;	address of length-prefixed full or partial old name
<u>Str255</u>	<i>newName</i> ;	address of length-prefixed full or partial new name
	<b>returns</b>	<u>Error Code</u> ; 0=no error

**HRename** changes the name of a file or volume. It does NOT move a file from one directory to another (use **PBCatMove** for that). It is similar to yet easier to use than **PBReName** since it uses a *vRefNum* and *dirID* instead of a *ParmBlkRec* structure.

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

noErr	(0)	No error
bdNamErr	(-37)	Bad name
dirFulErr	(-33)	Directory full
dupFNerr	(-48)	Duplicate filename (new name already exists)
extFSerr	(-58)	External file system
fLckdErr	(-45)	File is locked
fnfErr	(-43)	File not found
fsRnErr	(-59)	File system 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