

FSpRename

Change a file's name

#include <Files.h>

File Manager

OSErr **FSpRename** (*spec*, *newname*) ;
FSSpec **spec*; a pointer to an **FSSpec** record
Str255 *newname*; the file's new title
 returns Error Code; 0=no error

FSpRename function changes the name of a file or directory.

spec is pointer to aa **FSSpec** record specifying the file to be renamed.

newname is the name you want the file to have.

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

noErr	(0)	No error
bdNamErr	(-37)	Bad file or volume 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)	Error in user parameter list
vLckdErr	(-46)	Volume is locked
wPrErr	(-44)	Diskette is write-protected

Notes: The **FSpRename** function unlocks a file. It is the high-level, **FSSpec** version of the **PBHRename** function.