

To: Distribution  
From: Lindsey Spratt  
Date: 05/04/78  
Subject: Copying and moving directories

### Introduction

This MTB describes two related commands, `move_dir` and `copy_dir`. These commands move or copy a directory and its subtree. There follows a discussion of some of the issues, and the draft command descriptions.

### Issues

These commands are proposed as existing separately from the `move` and `copy` commands because there is little overlap in the functions of those commands. For instance, `move_dir` and `copy_dir` must recurse through the hierarchy and they must deal with links as opposed to link targets, both are activities foreign to `copy` and `move`. Also, creating and deleting entries are operations which have one set of commands for directories and another for non-directories. It seems appropriate to follow this precedent.

Consistency with the behavior of the `move` and `copy` commands is seen as an important criterion in the designs of `move_dir` and `copy_dir`, particularly in the choice of defaults. One difference in defaults concerns links. The directory commands do not chase links, unless asked. Another difference concerns the handling of multiple names. `Copy_dir` copies all names by default, while `copy` takes only the primary name.

- The `-force` control argument could force a number of things:
1. Continuation of execution on the existence of `target_dir`.
  2. Deletion of old segments (in `target_dir`) in certain name duplication situations.
  3. Deletion of entries in `source_dir` regardless of the safety switch.
- It is only proposed to do the first of the above items, for fear

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of making the control argument too strong.

When copying of a particular entry fails, the chosen action is to ignore that entry (while issuing a warning) and continue with the next one.

Command descriptions

See following pages.

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Name: copy\_dir, cpd

The copy\_dir command copies a directory and its subtree to another point in the hierarchy.

Usage

copy\_dir source\_dir target\_dir [-control\_args] [-entry\_type\_keys]

where:

1. source\_dir  
is the pathname of the directory to be copied.
2. target\_dir  
is the pathname of the copy of the source dir. If target\_dir is not specified, the copy is placed in the working directory with the entryname of source dir. If the target\_dir does not exist it is created.
3. control\_args  
can be chosen from the following list of control arguments:
  - replace, -rp  
the contents of target\_dir existing before the copying begins are deleted. If target\_dir is non-existent or empty, this control argument has no effect. The default is to append the contents of the source directory to the target directory if it already exists.
  - no\_link\_translation, -nlt  
copies links with no change. The default is to translate links being copied. Translation changes the link pathname to the new copy of the target of the old link. Translation need only occur when a link and its target are both in the source\_dir.
  - acl  
gives the ACL on the source\_dir entry to its copy in target\_dir. Although initial ACL's are still copied, they are not used in setting the ACL of the new entries.

- force  
continues execution when target\_dir already exists without asking the user.
- primary, -pri  
copies only primary names.
- brief, -bf  
suppresses the warning messages "Bit count inconsistent with current length ..." and "Current length is not the same as records used ...".
- chase  
copies the target of a link. The default is not to chase links. Chasing the links eliminates link translation.

#### 4. entry\_type\_keys

The entry\_type key controls what is copied. Including a key in the mode specification directs copy\_dir to copy all instances of that entry type. If no entry\_type\_key is given, all entries are copied. If any entry\_type\_key is given, only those entry types specified are copied. The keys are:

- branch
- directory
- file
- link
- msf
- non\_null\_link
- segment

If one or more entry\_type\_keys are specified, but not the -directory key, the subtree of source\_dir will not be followed.

#### Access requirements

Status permission is required for source\_dir and all of the directories in its tree. Status permission is required for the directory containing source\_dir. Read access is required on all files under source\_dir. Append and modify permission is required for the directory containing target\_dir if target\_dir doesn't exist prior to the invocation of the copy\_dir command. Modify and append permission is required on target\_dir if it already exists. This command does not force access.

### Access provision

If the `-acl` control argument is not specified, the system default ACL's are added, then the initial ACL for the containing directory is applied (which may change the system supplied ACL). Initial ACL's are always copied for the current ring of execution, although they aren't used by the `copy_dir` command if `-acl` is given.

### Existence of target dir

If `target_dir` already exists, the user is so informed and asked if processing should continue. If `target_dir` is contained in or contains `source_dir`, an appropriate error message is printed and control is returned to command level. Otherwise, the contents of `source_dir` are either appended to or replace the contents of `target_dir`. (See the `-replace` control argument.)

### Star and equals conventions

The star and equals conventions can be used. The star convention will match only directory names and copy them. Matching names associated with other storage types will be ignored.

### Name duplications

Since two entries in a directory cannot have the same entry name, this command takes special action if the entryname of the entry being copied already exists in the directory specified by `target_dir`. If the entry is a directory, it is dealt within the same fashion as duplication between `source_dir` and `target_dir` is handled, unless the existing entry in `target_dir` is not also a directory. In this case the entryname duplication is treated the same as non-directory entries. The procedure for non-directory entries is the standard system technique.

If the `-replace` control argument is specified or `target_dir` does not exist, name duplication will not occur.

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copy\_dir

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copy\_dir

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### Link translation

If part of the tree is not copied, problems with link translation may occur. If the link in the source\_dir tree was in the part of the tree not copied, there may be no corresponding entry in the target\_dir tree. Hence, translation of the link (presumably originally non-null) will cause the link to become null.

move dir

move dir

Name: move\_dir,mvd

The move\_dir command moves a directory and its subtree, including all of the associated attributes, to another point in the hierarchy. Links are translated; that is, if the target of a link being moved is also being moved, then the link pathname of the moved link points to the moved target.

### Usage

move\_dir source\_dir target\_dir {-control\_args}

where:

1. source\_dir  
is the pathname of the directory to be moved.
2. target\_dir  
is the new pathname for source\_dir. If the entryname is different from one already on source\_dir, it is added to the existing names. If target\_dir is not given, source\_dir is moved to the working directory and given the same entryname.
3. control\_args
  - brief, -bf  
suppresses the printing of warning messages.
  - force  
continues execution when target\_dir already exists, without asking the user.
  - replace, -rp  
the contents of target\_dir existing before the copying begins are deleted. If target\_dir is non-existent or empty, this control argument has no effect. The default is to append the contents of the source directory to the target directory if it already exists.
4. entry\_type\_keys  
The entry\_type\_key controls what is moved. Including a key in the mode specification directs move\_dir to copy all instances of that entry type. If no entry\_type\_key is given, all entries are moved. If any entry\_type\_key is given, only those entry types specified are moved. The keys are:

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move\_dir

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move\_dir

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-branch,  
-directory,  
-file,  
-link,  
-msf,  
-non\_null\_link,  
-segment

If one or more entry\_type\_keys are specified, but not the -directory key, the subtree of source\_dir will not be followed.

### Access requirements

Status and modify permission is required for source\_dir and all of the directories in its tree, and its containing directory. If target\_dir doesn't exist, append permission is required for its containing directory. If it does exist, modify and append permission for target\_dir is required. This command does not force access.

### Access provision

The access control language associated with source\_dir is moved to target\_dir.

If target\_dir already exists, the user is so informed and asked if processing should continue. If target\_dir is contained in or contains source\_dir, an appropriate error message is printed and control is returned to command level. Otherwise, the contents of source\_dir are either appended to or replace the contents of target\_dir. (See the -replace control argument.)

### Star and equals conventions

The star and equals conventions can be used.

### Name duplications

Since two entries in a directory cannot have the same entry name, this command takes special action if the entryname of the entry being copied already exists in the directory specified by target\_dir. If the entry is a directory, it is dealt within the same fashion as duplication between source\_dir and target\_dir is handled, unless the existing entry in target\_dir is not also a



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move\_dir

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move\_dir

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directory. In this case the entryname duplication is treated the same as non-directory entries. The procedure for non-directory entries is the standard system technique.

If the -replace control argument is specified or target\_dir does not exist, name\_duplication will not occur.

#### Link translation

If part of the tree is not copied, problems with link translation may occur. If the link in the source\_dir tree was in the part of the tree not copied, there may be no corresponding entry in the target\_dir tree. Hence, translation of the link (presumably originally non-null) will cause the link to become null.