Identification
rename
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Purpose
This command changes a name at a specified entry.

Usage
At command level:

   rename path name

As a subroutine:

   call rename_(path, name, code);

   dcl path char(*), /*path of entry whose name is to be changed*/
   name char(33), /*name to be added*/
   code fixed bin(17); /*command system error code*/

The entry name specified in path is deleted from the branch specified by path and is replaced by name. The read and write attribute are necessary in the directory specified in path. The name, name, must not exist anywhere in the directory. The equals convention as described in BX.8.00 may be used.

Examples
1) rename >user_dir_dir>fred george

   The branch "fred" in directory ">user_dir_dir." is changed to branch "george".

2) rename ([files *,epl]) =.p1/1

   All two component names with second component "epl" in the working directory are changed to have a second component "p1/1".
3)  rename >system_library>(peach peach.link) pear.==

   The entries "peach" and "peach.link" in directory 
   " >system_library>" are changed to "pear" and "pear.link" 
   respectively.

Implementation

setpath is called to break the paths into directories 
and entry names. equalcomp (BY.2.06) interprets the equal 
signs and ufo$chname (BY.2.01) is called to modify the 
file system. Errors are reported by a call to command_error.