RENAME

RENAME [*old-name* [*new-name* [*new-type*]]

This command is used to give a Natural programming object another name. In addition, you can change the object type.

You can only rename one object at a time. The object to be renamed must be stored in the library to which you are currently logged on. To ensure consistency, Natural will rename source code or object module or both.

See also *Object Naming Conventions* in the *Using Natural* documentation.

RENAME	If you issue the command without parameters, a **Rename Object** window appears where you can specify the same parameters as in the command line.
old-name	As *old-name* you specify the existing name of the object to be renamed.
new-name	As *new-name* you specify the name under which the object is to be stored from now on.
new-type	When you rename an object in source form, you can also change its object type by specifying the corresponding character for *new-type*. The possible values you can specify for *new-type* are: 4 Class 5 Processor 7 Function 8 Adapter 9 Resource A Parameter data area C Copycode G Global data area H Helproutine L Local data area M Map N Subprogram P Program S Subroutine T Text Y Rule Z Recording