

Renaming Objects

The **Rename** function is used to give single or multiple objects new names within a source environment.

The **Rename** function does not apply to data definition modules (DDMs) in a remote environment on a mainframe platform.

This section provides instructions for specifying rename options in the **Object Maintenance - Rename** dialog box.

To rename objects

1. In the **Source** group box, specify the object(s) you want to rename:

- In the **Library** list box, enter the name of the library that contains the object(s) you want to rename or select a library from the drop-down list. The default is the current library.
- In the **DBID** (database ID) and **FNR** (file number) boxes, replace the values if the library is not in the current system file. The default is the current FNAT or FUSER, or FDIC for DDMs on mainframes. In a remote environment, you can specify security information for these files as described in *File Security for Remote Environments*.
- In a remote environment, use the **FSEC/FDIC** button if you want to specify security information for the system file FSEC or FDIC for XRef data; see *File Security for Remote Environments* and *XRef Considerations*.
- In the **Name** box, enter the name of a single object or specify a range of names; see *Specifying a Range of Names*. The default is asterisk (*), indicating all objects.
- In the **Type** group box, select the type(s) of object by choosing one of the following options:

Select **Programming** (default) for all types of object (including program and subprogram) except DDM. You can limit the types of object by choosing **Object Types** and selecting or deselecting the required item(s) from the list provided:

- To select list items:

Click on a single item.

Or:

Press UP ARROW or DOWN ARROW to go to and select the required item.

Or:

Press and hold down CTRL or SHIFT and click on multiple non-consecutive or consecutive items respectively.

Or:

Press SHIFT+UP ARROW or SHIFT+DOWN ARROW to select multiple consecutive items.

Or:

Choose **Select All** to select all items.

- To deselect list items:

Press and hold down CTRL and click on a selected item again.

Or:

Choose **Deselect All** if all items have been selected.

Or:

Select **Views (DDM)** for DDMs only (not applicable to DDMs on mainframes).

- In the **Code** group box, select **Source** and/or **Cataloged** to rename either the source object or the cataloged object, or both. The default is both the source object and the cataloged object.

If Predict is installed, you can select the **XREF** check box to process XRef data. See also the section *XRef Considerations*.

- In the **User ID** box, enter the ID of a user if you want to rename only the objects that were last saved or cataloged by this user. The default is no user ID.
- In the **Date** box, enter a start date to rename only objects that were saved or cataloged on or after this date. A date must be entered in the format associated with the preset value in the **Date** box. This value is determined by the DTFORM profile parameter described in the *Parameter Reference* documentation. The default date is 0000.00.00 (no date). The date is given in the format *YYYY.MM.DD* (*YYYY* = year, *MM* = month, *DD* = day).

If you have specified a date, you can enter a start time in the **Time** box to rename only objects that were saved or cataloged at or after this date and time. The default time is 00:00 (no time). The time is given in the format *HH:II* (*HH* = hours, *II* = minutes).

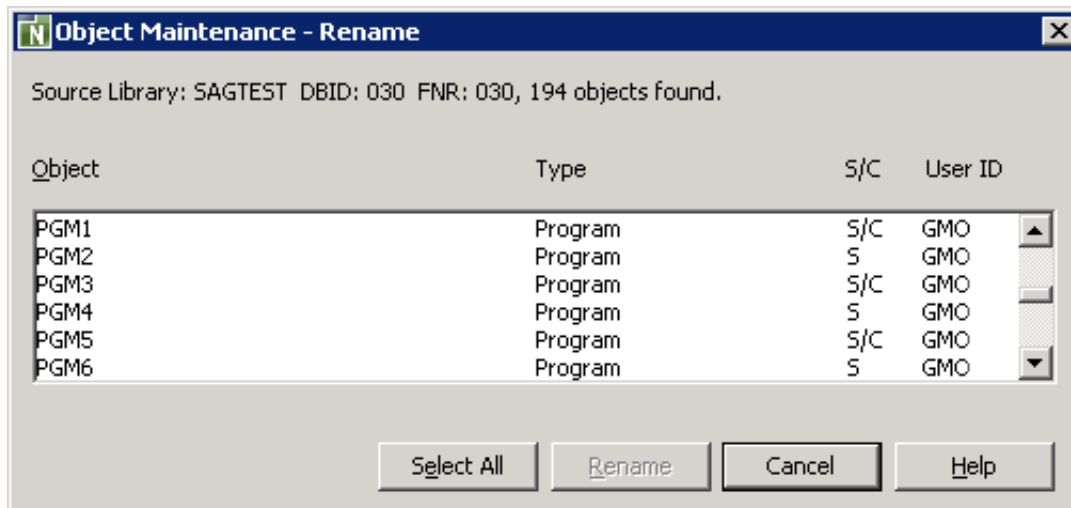
2. In the **Target** group box, you can specify the following:

- In the **Name** box, enter a new name or a range of new names by using asterisk (*) notation; see *Specifying a Range of Names*. The default asterisk (*) denotes that all objects specified in the **Name** box of the **Source** group box are to be renamed.
- Use the **Confirm on replace** check box to confirm (default) or reject object renaming. See also **Confirm on replace** below.

3. Choose **OK** when you have finished specifying the renaming conditions.

If you entered a single name in the **Name** boxes of the **Source** and the **Target** group boxes, skip the following instructions and proceed with **Confirm on replace** in Step 5.

If you entered a range of names in the **Name** box of the **Source** group box, an additional dialog box similar to the example below appears with a list of all matching objects:

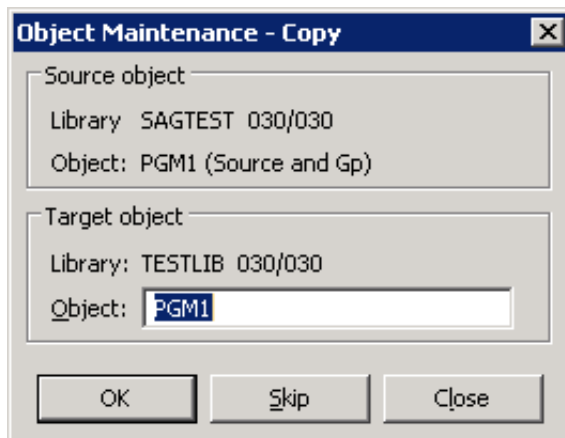


The dialog box shows the library locations, the number of objects found and the object names and types. It also indicates whether a source (S) and/or a cataloged (C) object exists and the ID of the user who saved and/or cataloged an object.

4. Select or deselect single or multiple objects by proceeding as described in *To select/deselect list items*.
5. Choose **Rename** to process the selected object(s).

(**Cancel** exits the dialog box without any action.)

- If you specified a range of names in the **Name** box, an additional dialog box similar to the following example appears that displays, one after the other, each object to be renamed:



Choose one of the following options:

In the **Object** box of the current object, enter a new name. Choose **OK** to confirm the rename.

Or:

Choose **Skip** (or ALT+S) if you want to remove the current object from the list of selected objects and proceed with the next object.

Or:

Choose **Close** to exit the dialog box without any action.

- If the **Confirm on replace** check box has been selected and if the target environment already contains an object with the same name as the object to be renamed, an additional dialog box appears with a warning message.

Confirm or reject object replacement by choosing one of the following buttons:

Yes to confirm each object replacement individually one after another.

Or:

Yes to All to confirm all object replacements in one go.

Or:

No to not replace the current object.

Or:

Cancel to exit the dialog box without any action.

6. After all objects have been renamed, the **Object Maintenance - Rename** dialog box is closed and the **Object Maintenance** menu appears.