

RENAME

This command is for all platforms. It is not available via the command line in a remote development environment.

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

With the RENAME command, you can give a Natural programming object another name.

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.

<i>old-name</i>	As <i>old-name</i> you specify the existing name of the object to be renamed.
<i>new-name</i>	As <i>new-name</i> you specify the name under which the object is to be stored from now on.
<i>new-type</i>	When you rename an object, you can also change its object type. This is only possible for objects which exist only in source form. The possible settings you can specify for <i>new-type</i> are the same as those you can specify with the editor command SET TYPE (see Program Editor and Data Area Editor).

To ensure consistency, Natural will rename whatever form(s) of the object exists under the *old-name* (source code or object module or both).