
Subject: [BUG REPORT] Renaming package has bugs. Introduce \$PACKDIR as STD relative path

Posted by [MrSarup](#) on Wed, 21 Dec 2016 10:40:49 GMT

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Hello!

In the recent nightly build, renaming the package does the following:

1) It changes the old directory name to the new directory name based on the package name given. Thats fine.

This is a BUG:

- a. Thereafter, it creates a new directory based on the old directory name.
- b. After doing that, it creates an empty iml file in the (newly created) old directory name.

2) The change of package name causes a change directory name. As a result, one has to manually change the new directory name in files because of the following:

```
#define LAYOUTFILE <MyPackageDirName/Layout.lay>
```

or

```
#define IMAGEFILE <MyPackageDirName/images.iml>
```

As the MyPackageDirName will change here, one needs to do this manually.

This is not a bug. But a change is proposed as follows:

Create a standard variable \$PACKDIR.

```
#define LAYOUTFILE <$PACKDIR/Layout.lay>
```

or

```
#define IMAGEFILE <$PACKDIR/images.iml>
```

Thereafter, the TheIDE will automatically recognize it and one does not need to worry about compilation errors.
