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.

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