NAME

replace_filename − Replaces path+filename with a new filename tail. Allegro game programming library.

SYNOPSIS

#include <allegro.h>

char *replace_filename(char *dest, const char *path, const char *filename, int size);

DESCRIPTION

Replaces the specified path+filename with a new filename tail, storing at most ‘size’ bytes into the ‘dest’ buffer. You can use the same buffer both as input and output because Allegro internally works on a copy of the input before touching ‘dest’. Example:

```
char name[200];
...
get_executable_name(name, sizeof(name));
replace_filename(name, name, "sound.dat", sizeof(name));
```

RETURN VALUE

Returns a copy of the ‘dest’ parameter.

SEE ALSO

get_filename(3), **replace_extension**(3), **append_filename**(3)