

Name change for SiMKit designkit symbols (SiMKit 3.6 and higher)

In order to avoid further confusion between SiMKit designkit names and ADS built-in names for symbols, the SiMKit designkit symbols have been renamed in SiMKit 3.6. They now all have the prefix **SIMKIT_** added to their names.

For projects started with SiMKit 3.5.2 or earlier please follow the description below that will guide you through the necessary steps in the conversion of your project.

In the SiMKit 3.6 distribution we provide a script to help you do the conversion. This perl script, `convert_dsn.pl`, simply replaces all occurrences of SiMKit designkit names as they were with the new names, where the prefix **SIMKIT_** is put in front of every name.

The detailed description that follows is only valid on UNIX systems.

Go to the directory where the root of the ADS project is located.

Assume the project is called `<ads_project>`. Make sure you have write access to all files in the project.

Find all dsn files and put them in a file called `dsnfiles`:

```
> find <ads_project> -name *.dsn > dsnfiles
```

Execute the conversion:

```
> for i in `cat dsnfiles`; do convert_dsn.pl $i; done
```

This will create for every dsn file `<file>` in the list a new file, with name `<file>_out`. You can inspect the differences, e.g. with

```
> for i in `cat dsnfiles`; do echo $i; diff $i $i"_out" ; done
```

When you are satisfied with the results, move the new files to the original names and your project conversion is done.

```
> for i in `cat dsnfiles`; do mv $i"_out" $i ; done
```

Now you can start ADS with SiMKit 3.6 (or higher) on your existing project.

