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If you have any questions, just send us an email to support@dyonity.com!

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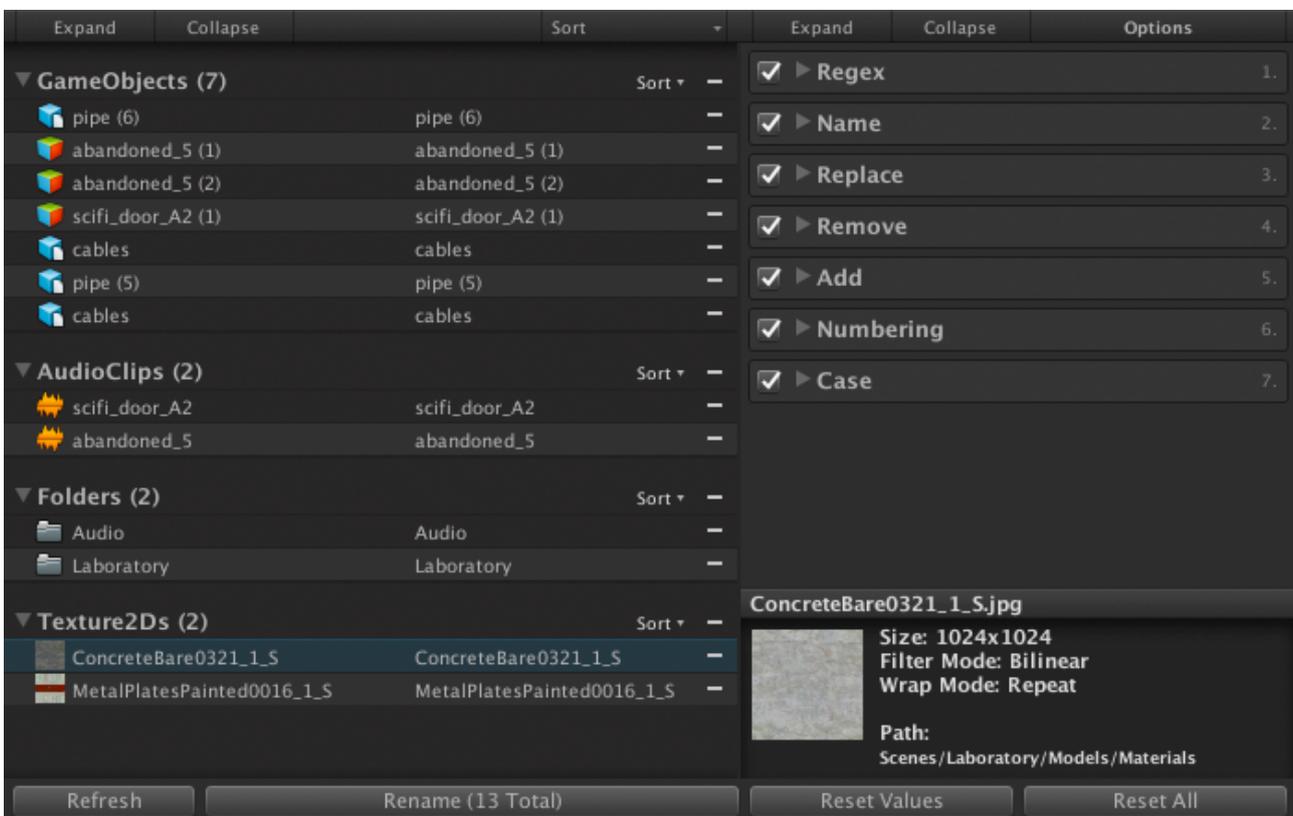
Introduction

To access the tool, select the objects you want to rename (this includes scene objects and assets from the project browser) and use the **Edit › Rename** menu entry or the shortcut **CTRL F2** on Windows or **ALT CMD R** if you're on a Mac.

To customize the shortcut or if another tool already uses the default combination, please open the settings through the **Unity Preferences › BulkRename**. You will be prompted with the custom shortcut / hotkey options. Any changes need to be saved as this updates and recompiles the script with the modified keystroke. If the shortcut is not working, it may be occupied by your operating system or Unity itself, in that case please try a different combination.

Please keep in mind that after an update your custom shortcut will have to be reconfigured.

Overview



The tool is divided into three main sections: the selection, rename options and an asset preview. The **Refresh** button updates your selection (you can keep the window open while adding to your selection with the **CTRL** or **CMD** key and hitting the **Refresh** button). To reset the options, use either the **Value** to only reset your settings or **All** to reset all renamers. If you're happy, hit the **Rename** button to apply your changes.

Selection Table

The table is divided into different categories that depend on what your selection contains. Each entry has a small icon preview that shows its content (textures show their real image), followed by their original name and a preview of their future name after confirmation of the rename process.



A click on the minus sign deletes an entry (or a whole category) that should not be renamed. However, bringing back a selection (if you clicked on it by accident), is only possible by a full selection refresh (see above).

Left clicking on an entry will show a small asset preview, listing both the path to the asset and labels (if any). This is not applicable to **GameObjects**. A **right click** on an entry will “ping” the object in the editor in case you would like to know where it came from.

Future updates will add support for more built-in types of Assets.

It is also possible to sort the selection in a natural alphanumeric fashion – both ascending and descending and either based on the original or new name. **GameObjects** can also be sorted by their Scene Hierarchy Order.

Due to a limitation of Unity, it is not possible to distinguish between parent and child objects, and as such each level of hierarchy will be treated individually.

Rename Options

Most of the renamers are widely known and straightforward, with advanced options included.

The **Regex** renamer is the most powerful in terms of flexibility as it uses the common pattern-replacement technique. We provide you with pattern Presets (that we personally found useful) to give you a headstart. To learn more about regular expressions, please visit the following link for more information:

<https://www.smashingmagazine.com/2009/06/essential-guide-to-regular-expressions-tools-tutorials-and-resources/>

To remove certain characters from the names, the **Remove** option lets you choose from three types that will be stripped: digits, characters and special characters. The latter basically removes everything that is not of the two former (e.g. “*House+Pool (2)*” becomes “*HousePool2*”).

Happy renaming!