

## How to use UassetRenamer

### Instructions:

1. Unzip and place in any folder you want to.
2. Double-click to open the UassetRenamer .exe

Swap an asset (1 to 1). This method is used to swap a whole asset with another asset. You will end up with a new asset that is named the same as the original but contain the info of the new asset.

3. A window opens that says "Open reference file". Navigate to and select the asset you want replaced and click "Open"
4. A window opens that says "Open file to change id of". Navigate to the asset you want to replace the first one and click "Open"
5. A new file will appear in the directory where you have UassetRenamer. This file will have a suffix of " -new " indicating that it is a newly created asset.

Swap a file path within an asset.

1. Open the asset with an asset viewer (e.g. CompareIt) and look for the file path to the asset you want to replace.
2. Rename the asset to the same as the one that you want to replace/swap.
3. Now open UassetRenamer
4. A window opens that says "Open file to change id of". Navigate to the asset you want to replace the first one and click "Open"
5. A window opens that says "Open file to change id of". Navigate to the asset you renamed in Step 2 and click "Open".
6. A new file will appear in the directory where you have UassetRenamer. This file will have a suffix of " -new " indicating that it is a newly created asset.
7. Rename this "new" asset to the name of your original asset.