

## Rename Active Item

Reference
<b>Menu:</b> Edit ▸ Rename Active Item
<b>Shortcut:</b> F2

The *Rename Active Item* operator renames the active [Bone](#), [Node](#), [Object](#) and [Sequence Strip](#).

When the operator is executed, a pop-up dialog appears. The text field shows the name of the current item and can be overwritten to rename the item. `Return` confirms the name while `Esc` cancels the operator.

## Batch Rename

Reference
<b>Menu:</b> Edit ▸ Batch Rename
<b>Shortcut:</b> Ctrl - F2

The *Batch Rename* operator can rename many data-block names at once. This uses a pop-up dialog with operations and their options to change the name. These actions are applied in order, from first to last.

### Data Source

Where to look for the data-blocks that are intended to be renamed.

#### Selected:

Operates on the currently selected objects.

#### All:

Operates on all data in the blend file.

### Data Type

The [data-block type](#) to perform the batch rename operations on.

## Operations

The *Batch Rename* has several sub Operations to change the data names. The default operation is *Find/Replace* however, other operations can be added to change the data names further. Below all the operations gives a message in the status bar on how many data-blocks were renamed.

### Find/Replace

*Find/Replace* searches for a particular text in the names and optionally replaces it with a new text. [Regular Expressions](#) can be used as a powerful way to tailor the *Find/Replace* texts and can be enabled using the icon to the right of the text fields.

#### Find

The text to search for in names.

#### Replace

The text to replace for in matching names found from the *Find* text.

#### Case Sensitive

Search results must exactly match the case of the *Find* text.

## Set Name

*Set Name* works the most similar to [Rename Active Item](#) by renaming the current data-block without having to do a find and replace operation.

## Method

### New:

Disregards the current name replacing it with the “new” name.

### Prefix:

Adds text to the beginning of the current name. This is useful for tools that look for special text in the prefix of a data-block name.

### Suffix:

Adds text to the end of the current name. This is useful for tools that look for special text in the suffix of a data-block name.

## Name

Defines the new name or the text to add as a prefix/suffix.

## Strip Characters

*Strip Characters* cleans up names by removing certain character types from either the beginning or the end of the name.

## Characters

### Spaces:

Strips any space characters from the name, e.g. “Living Room“ becomes “LivingRoom”.

### Digits:

Strips any numerical characters from the name, e.g. `cube.001` becomes `cube.`

### Punctuation:

Strips any punctuation characters ( , . ? ! : ; etc.) from the name, e.g. `cube?` becomes `cube`.

### Tip

Multiple character types can be removed at once by `Shift - LMB` on the types.

## Strip From

### Start:

Strips any leading characters in the name.

### End:

Strips any trailing characters in the name.

## Change Case

*Change Case* modifies the case of names to be one of the following:

## Convert To

### Upper Case

Changes all text to be in upper case, e.g. `cube.001` becomes `CUBE.001`.

### Lower Case

Changes all text to be in lower case, e.g. `CUBE.001` becomes `cube.001`.

### Title Caps

Changes all text to be in title case, e.g. `living room` becomes `Living Room`.