

AUTO RESEQUENCER

HELP & README

BASIC OVERVIEW

What it does.

Auto Resequencer eliminates tedious reordering and renaming of files. It can do this in two ways.

1. INSERT

Auto Resequencer can insert a new file at any point, then reorder/rename all subsequent files.

Example: You want Explosion2 to be Explosion48.

Auto Resequencer will rename Explosion2 as Explosion48, and automatically rename Explosion3 through Explosion48 so they become Explosion2 through Explosion47.

2. SWITCH

Auto Resequencer can find and switch files.

Example: You want Explosion2 to be Explosion48.

Auto Resequencer will rename Explosion2 as Explosion48 and rename Explosion48 as Explosion2.

Auto Resequencer renames all related files.

Auto Resequencer will automatically reorder and rename ALL related files.

Example: You want Explosion2 to be Explosion48.

Auto Resequencer will automatically rename Explosion2.jpg, Explosion2.png. and Explosion2.wav files, as well as all related files for Explosion3 through Explosion48.

USING THE GUI

To begin using the program, make sure the program is in the folder where the files you want to manipulate are. Then, simply double click on it.

```
---[GMR'S AUTO RESEQUENCER v0.1.0]---  
  
DO NOT RE-FOCUS ANY OTHER PROGRAM'S WINDOW UNTIL OPERATIONS ARE COMPLETE.  
Choose an option.  
1. Insert  
2. Switch
```

You should see this window.

To interact with the program, simply type into the program window and hit enter/return to confirm. In this case, type either “1” (without the quotations) and press return, or type “2” (without the quotation) and press enter/return.

Follow the instructions on-screen in the program to modify your files.

USING THE COMMAND LINE INTERFACE

THIS SECTION IS FOR ADVANCED USERS ONLY

The command line interface consists of feeding a command directly to the program. To do this, you must use the command prompt (or Powershell if you're used to that). Do please note that the program must still be in the directory where you're manipulating files (unless you're using recursive search on child directories).

The program includes two commands:

```
insert  
switch
```

Both `insert` and `switch` functions are followed by the file name being manipulated, the number to move, and the number to move it to (IN THAT ORDER).

This is an example command:

```
AutoResequencer.exe switch explosion 0 49
```

This will switch all explosion files named “Explosion0” (case insensitive) with “Explosion49” files. The command is virtually the same for the `insert` function, simply replace the “switch” with “insert” in the example command shown.

It also includes three additional optional args:

```
-moveDoubleExtensionFiles  
-recursiveSearch  
-specificExtensions
```

Note that all args are case insensitive.

Both `-moveDoubleExtensionFiles` and `-recursiveSearch` are booleans. Meaning, if you add `-moveDoubleExtensionFiles` on the end of your command, it will move files with two extensions (.png.meta files for instance). Likewise, adding `-recursiveSearch` to the end of the command will search all child folders and switch those contents as well.

`-specificExtensions` needs parameters to work. After `-specificExtensions`, put a space, then list your extensions you want the program to work with without the period and separated by a comma (png,jpg,ai).

Here's an example CLI command with optional args:

```
AutoResequencer.exe switch explosion 3 49 -recursiveSearch -  
specificExtensions png,jpg,ai
```

Which will switch all Explosion (case insensitive) 3 .png, .jpg, and .ai files with Explosion 49 .png, .jpg, and .ai files. It will search recursively (in all child folders) as well, and perform the same function if matching numbers are found.

FAQ

What do I do if my files are simply numbers? 1.jpg, 2.jpg, 3.jpg, etc?

Wherever the file name is requested, simply leave it blank or put a space.

My files have the number first, not after the name. 1Explosion.png or 2_Explosion.png.

That's fine. Input the file name without the number. Either "Explosion" or "_Explosion".

I download the file and opened it but nothing is happening?

Make sure that the program is in your project directory.

It gave me a weird error! What do I do?! It's not working!

Questions? Requests? Other?

Please feel free to email me with anything you have in mind. Please include your license key that you received with your purchase. I typically respond within 1-7 business days.

Thanks, and enjoy having more time to focus on other things, instead of tedious, mind-numbing asset renaming!

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Please contact me and explain your situation. I will do my best to either add the functionality you're looking for, help you get it working, or (in worst case scenarios), refund you your money.