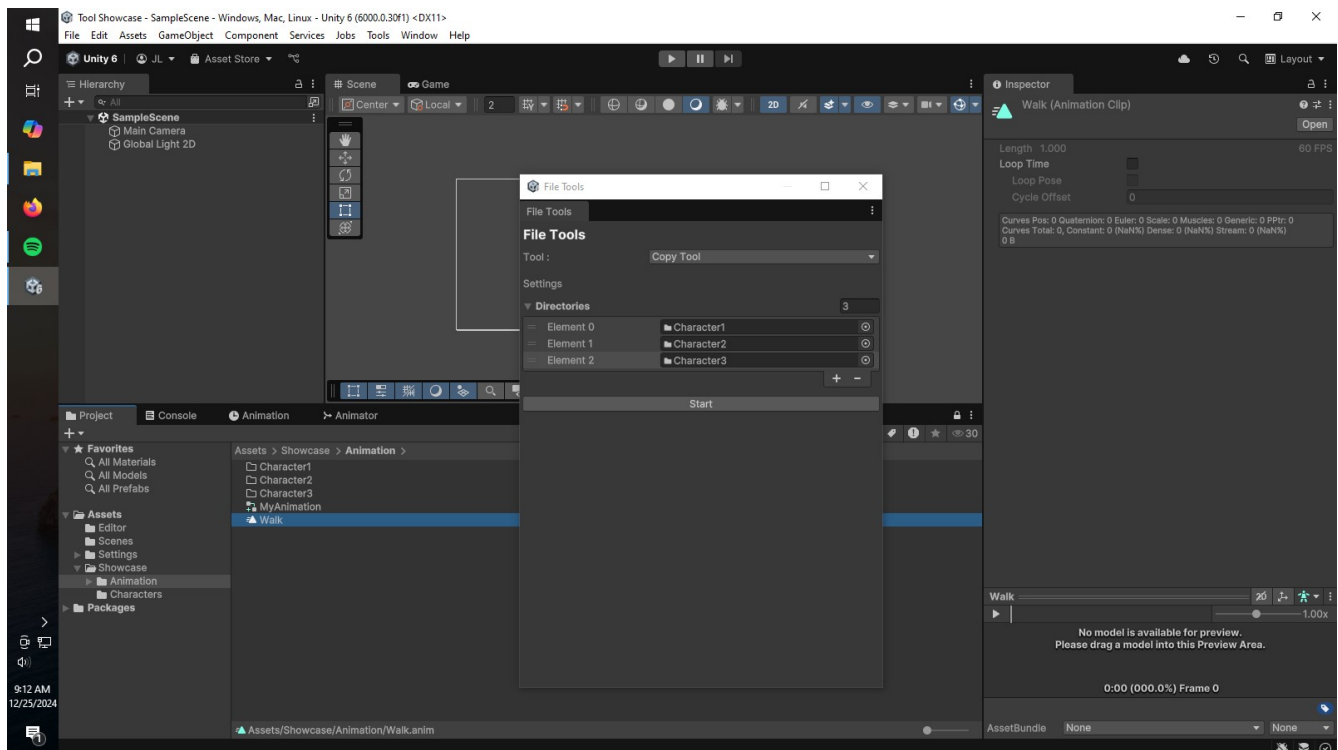# Unity-File-Tools

1. Getting started.

To get started, click→ Tool → File Tools to open the tool.

A window will appear with a drop down of the tool currently in use.
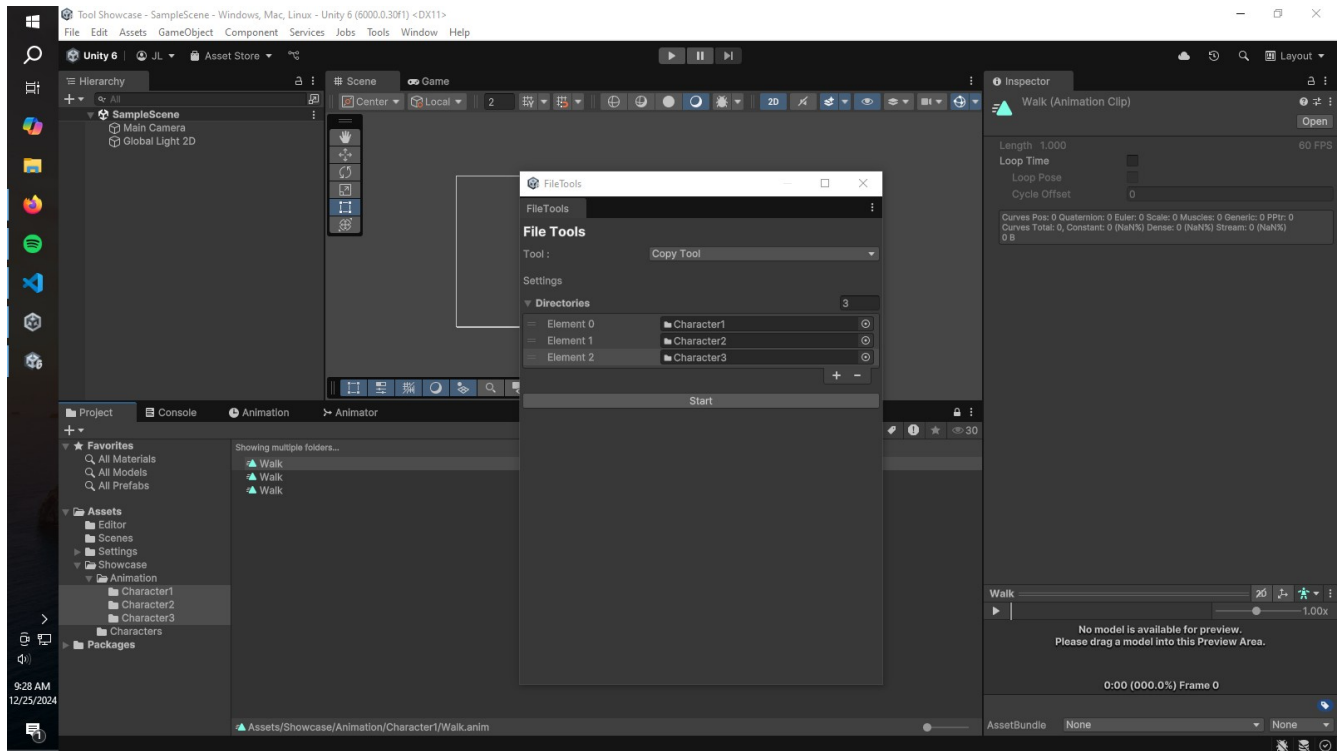
2. Usage.

Copy tool.

Drag the directories you want the file to be copied to inside the directory list. Then select the file you want to be copied. Then press start.
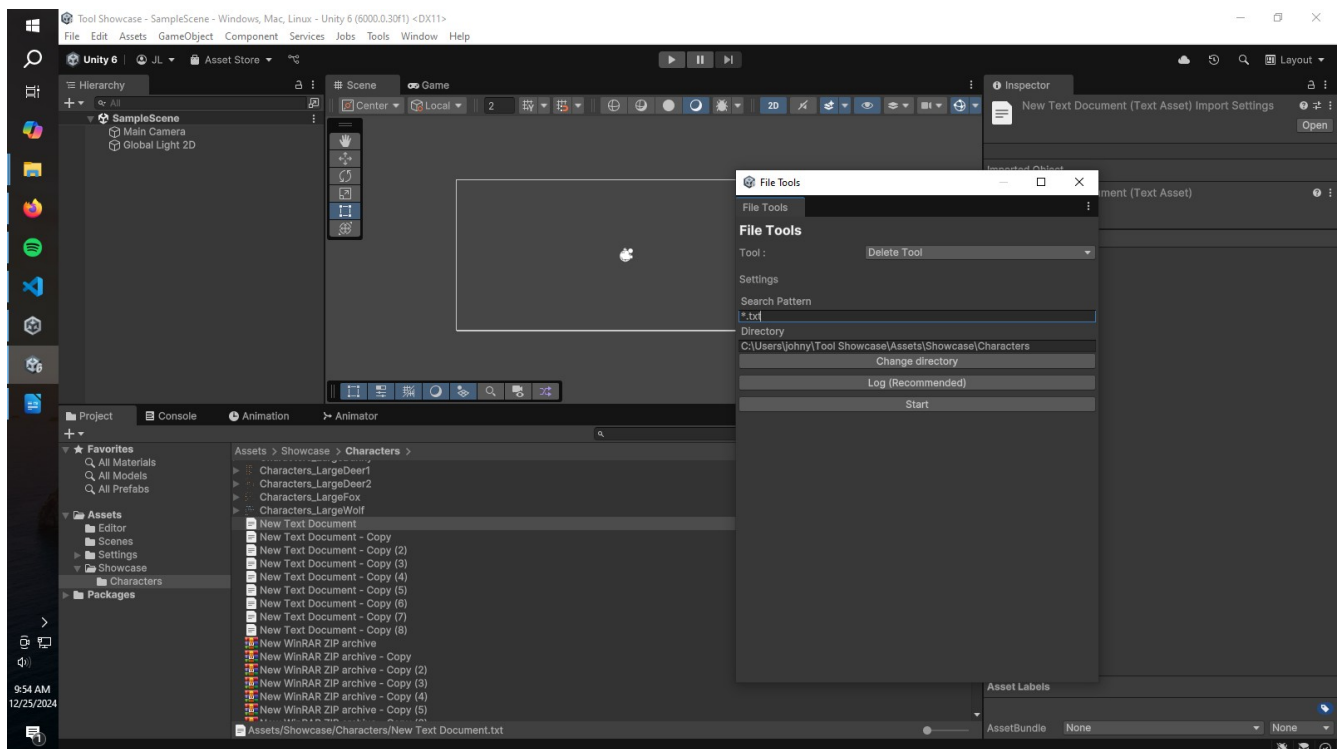
This will result in our file getting copied into each of those directories.
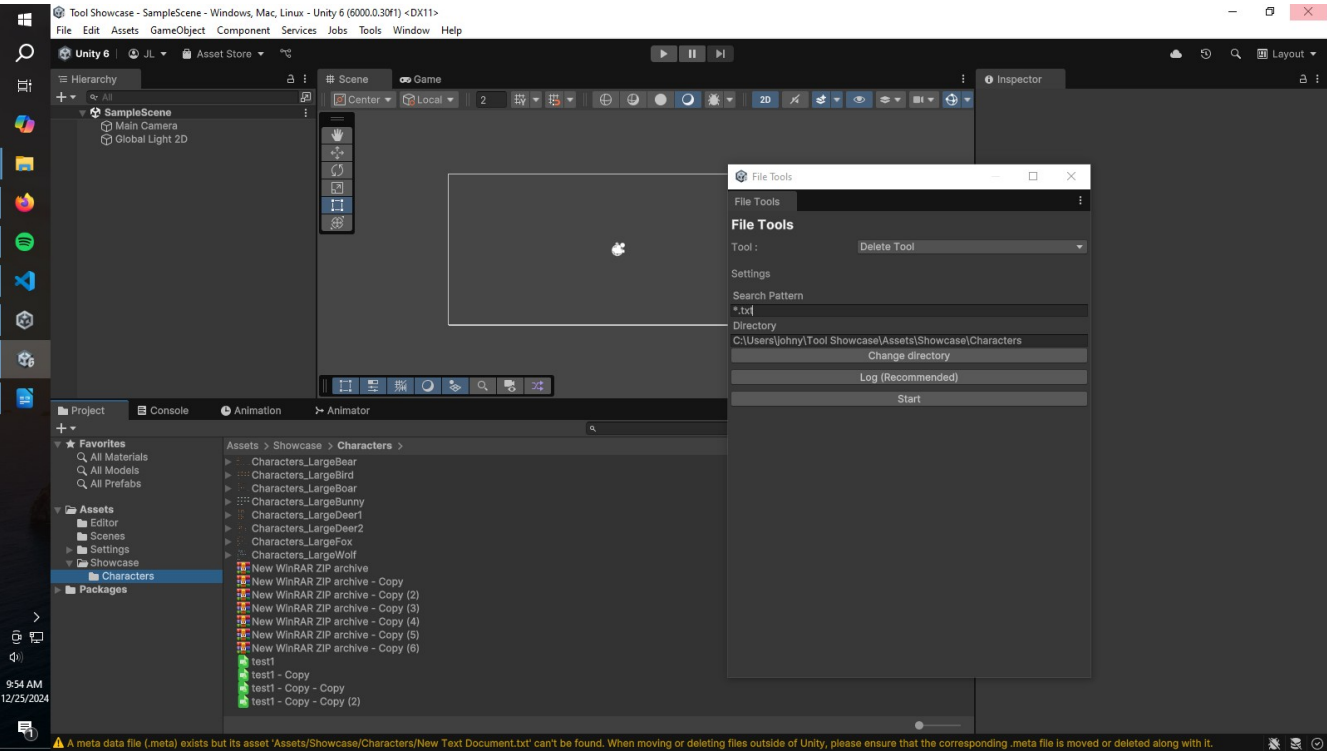

Delete tool.

Enter a search pattern for the files u want to delete. This parameter can contain a combination of valid literal path and wildcard (* and ?) characters, but it doesn't support regular expressions.
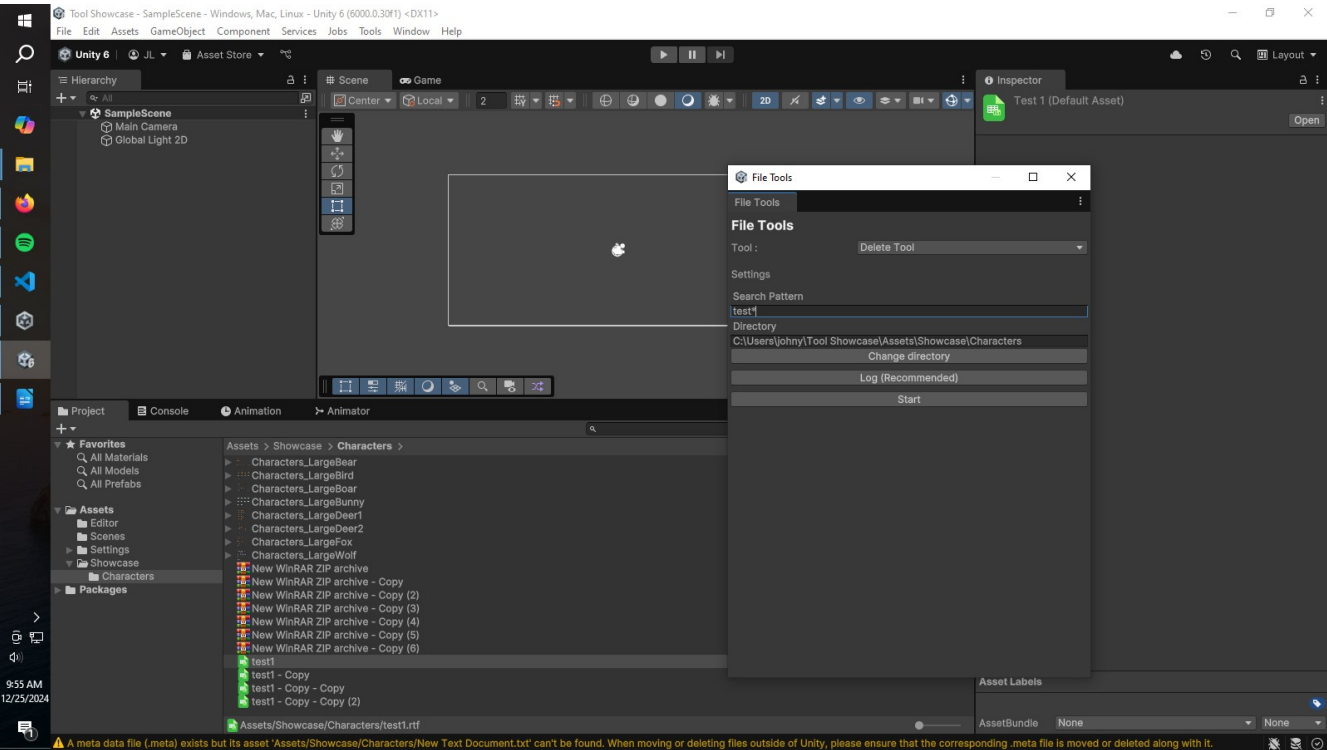
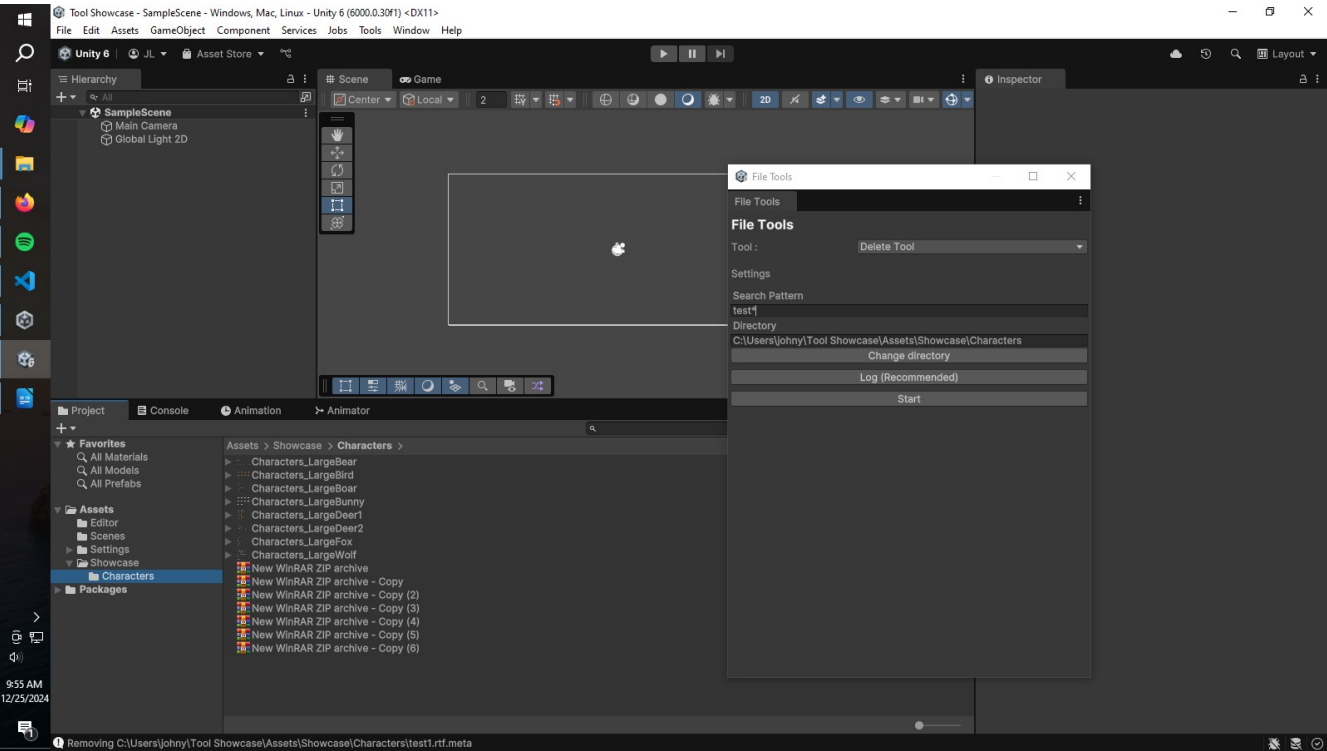Select a directory in which you would like to delete the files.

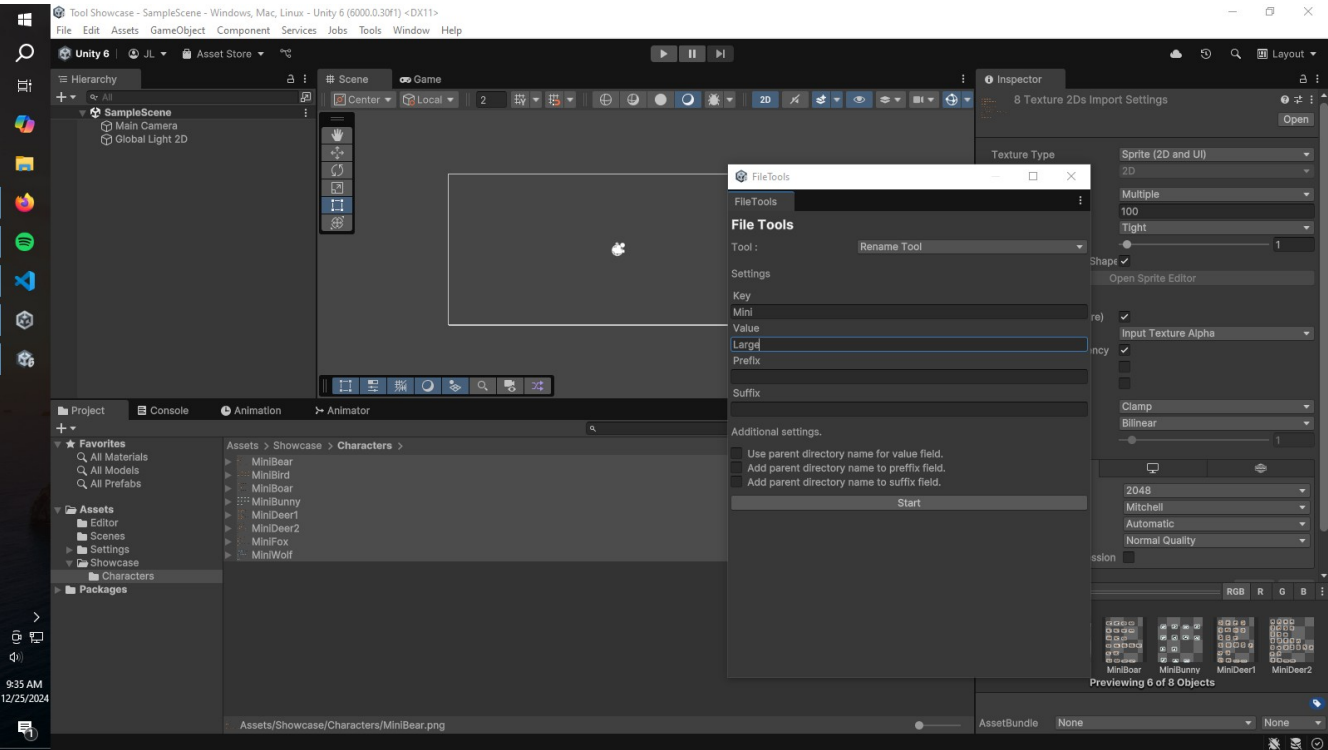Starting will remove these files.
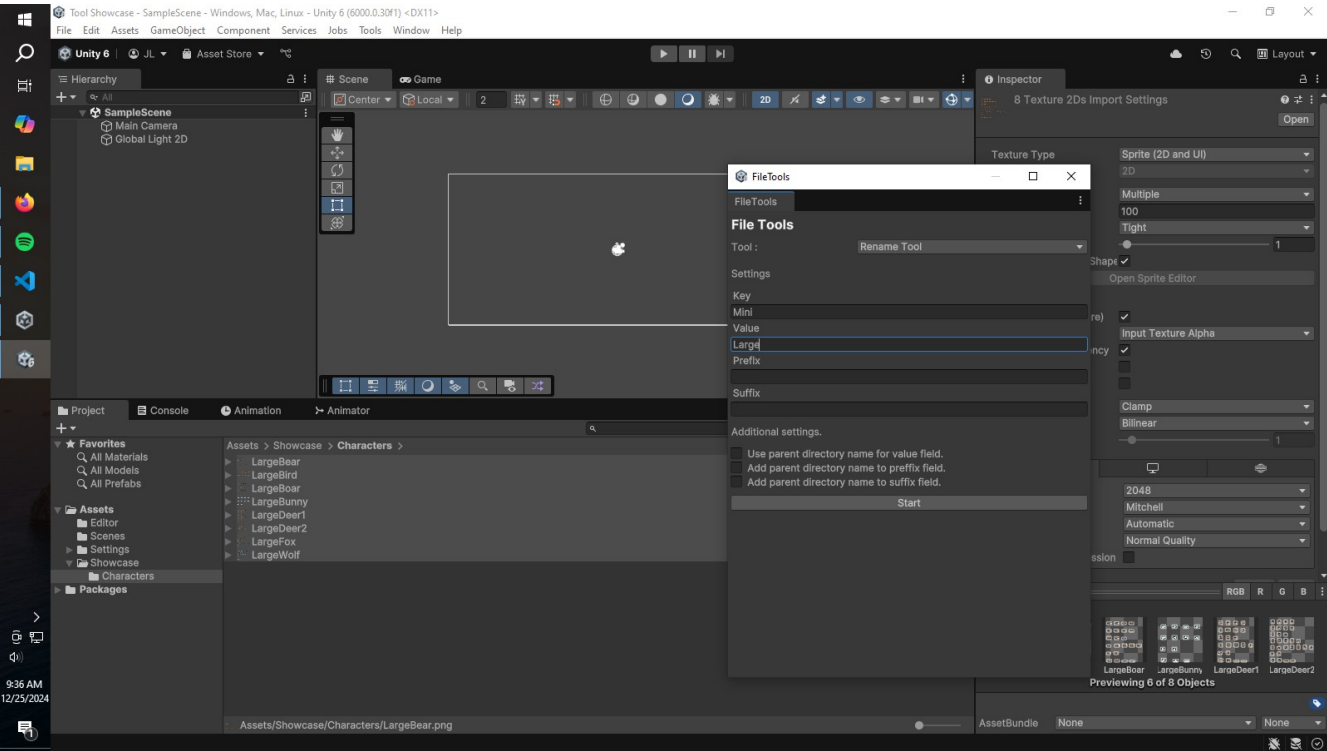

Another example.
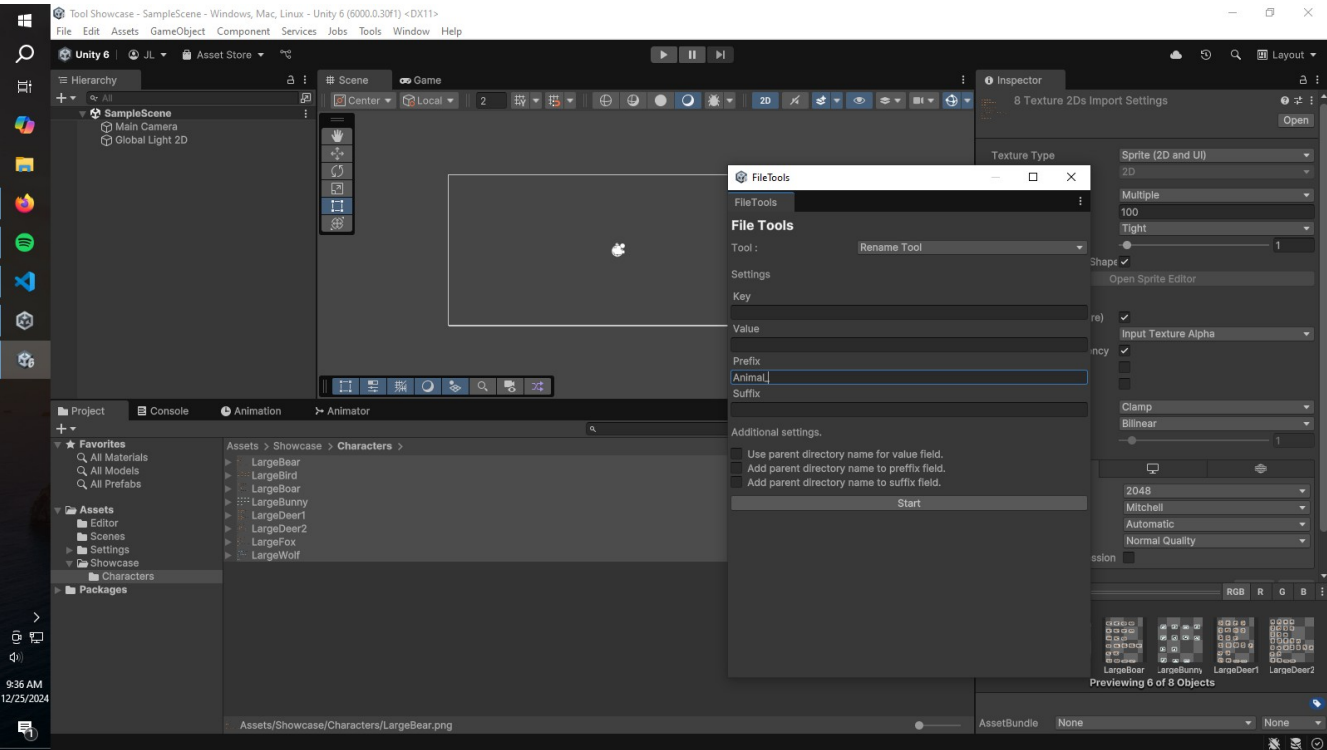
Results in.

Rename Tool.

This tool is used to manage file names.

You can use it to replace a key with a value by inserting a key and a value, then selecting the files and hitting start.
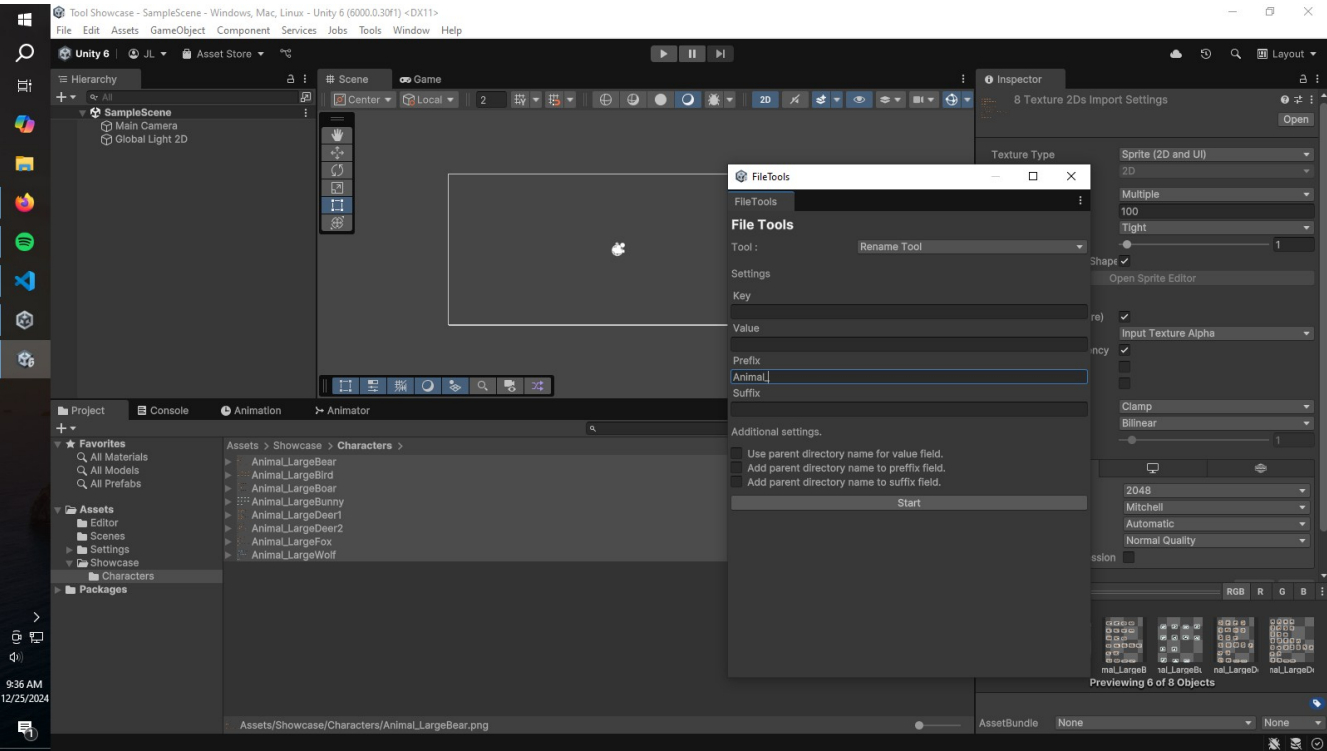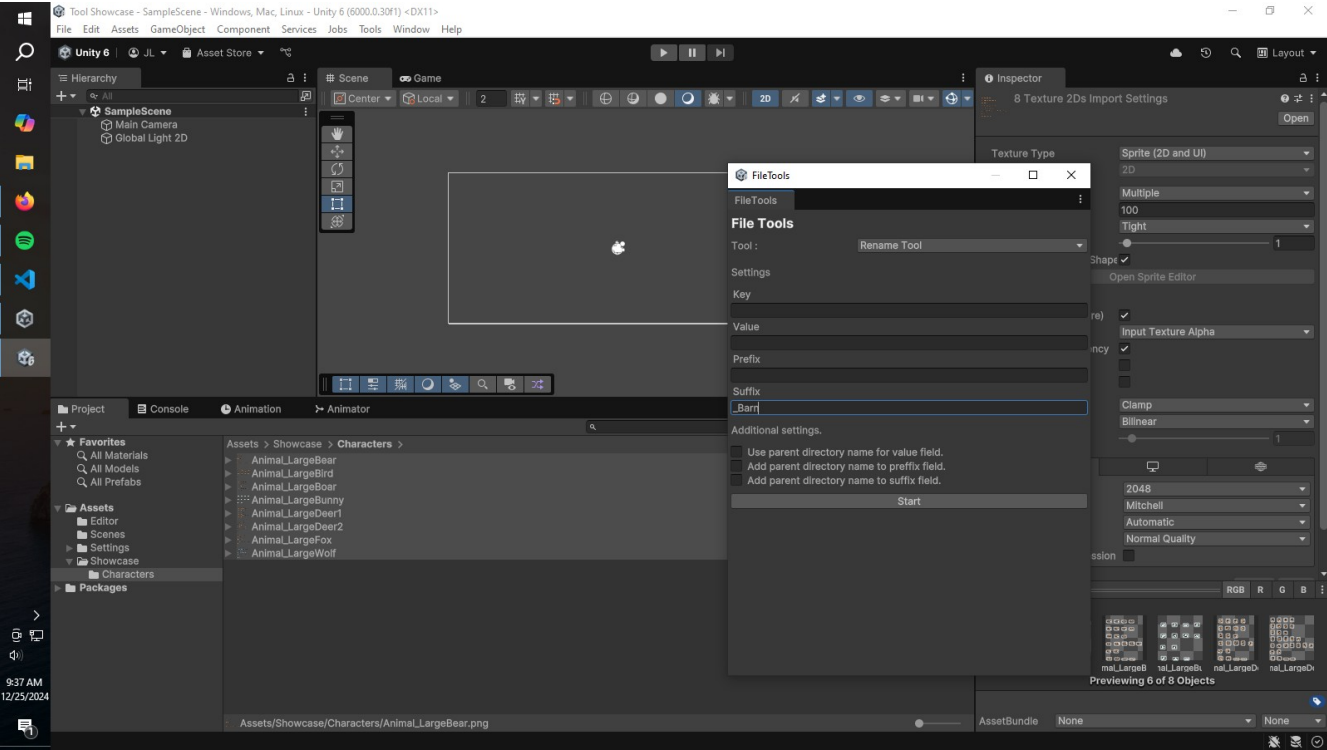
This results in.

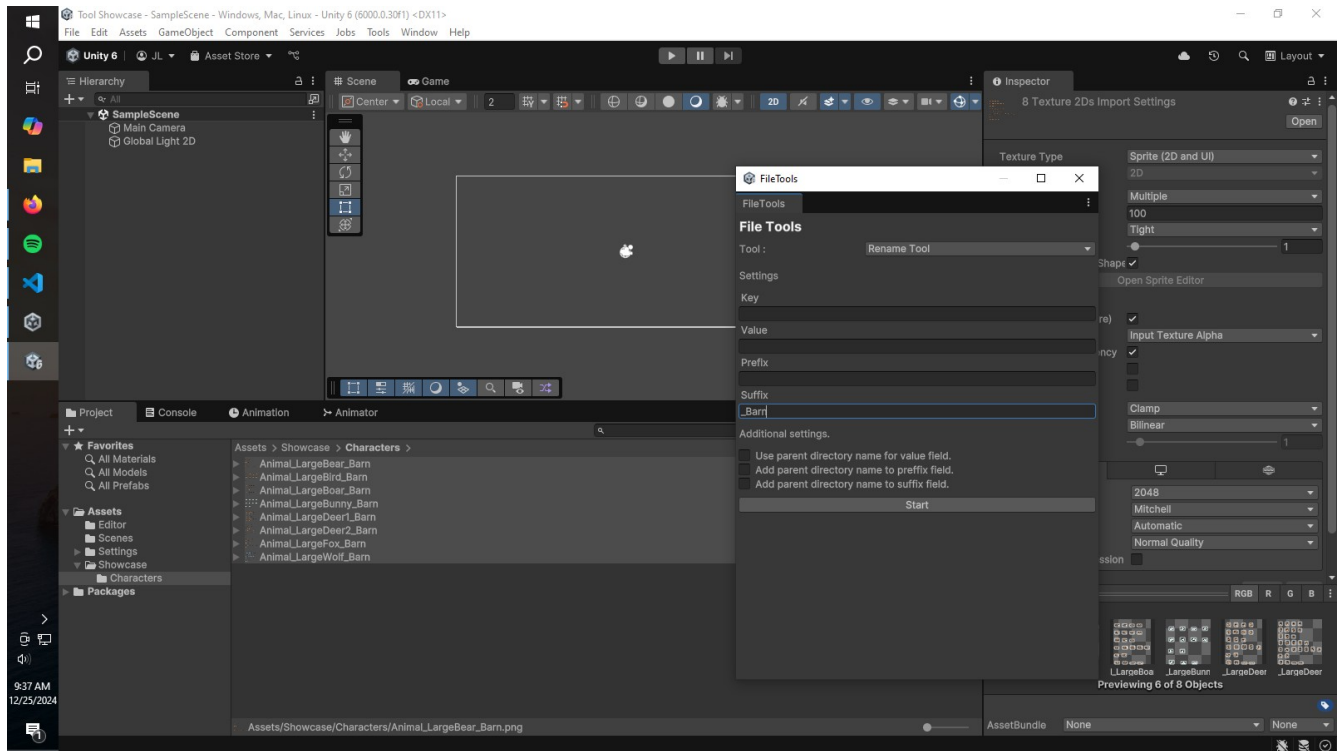We can also add a prefix to our file names.

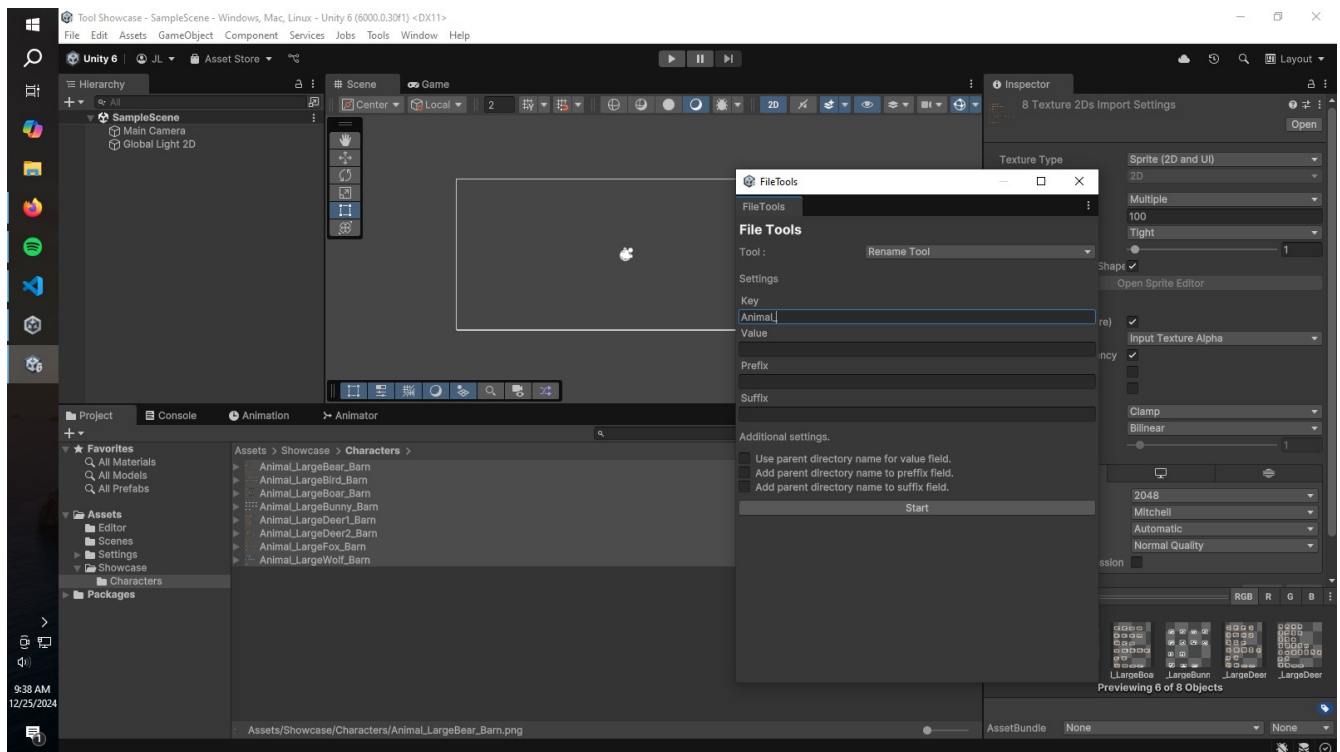Hitting start will result in.

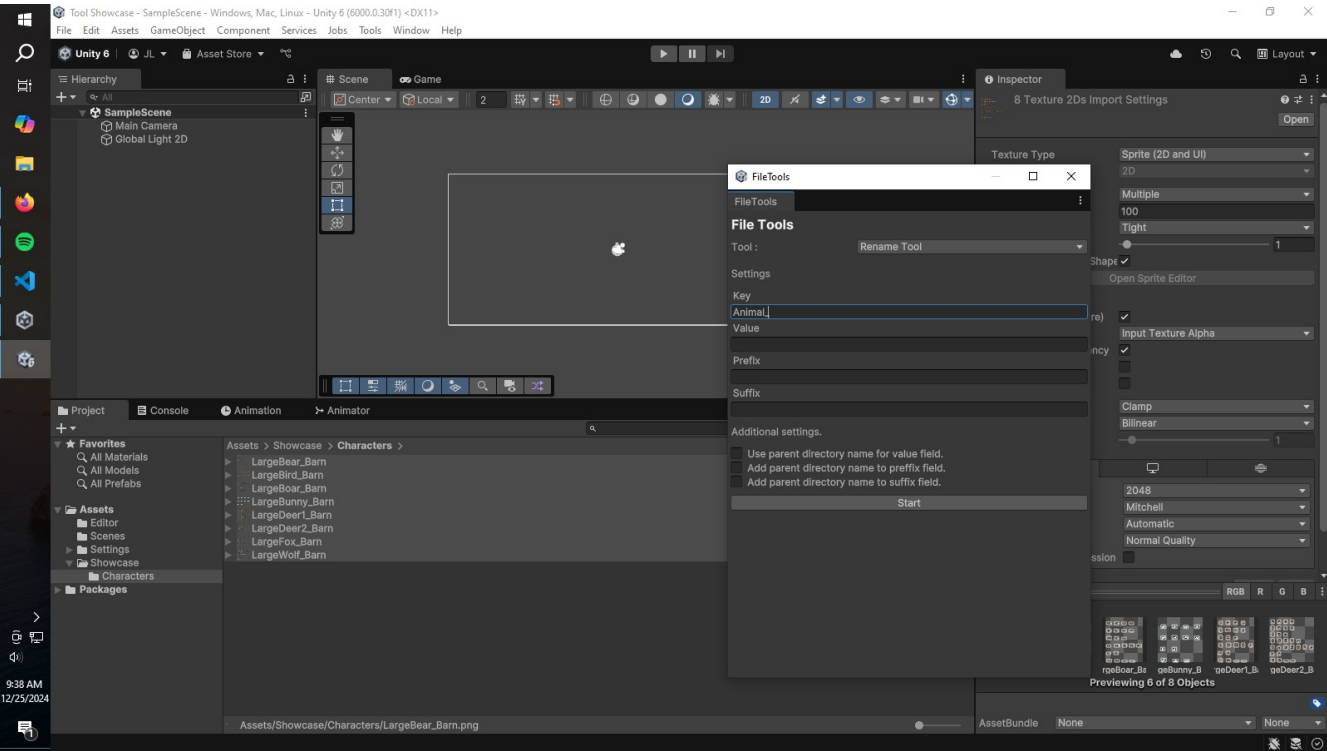
This can also be done with a suffix.
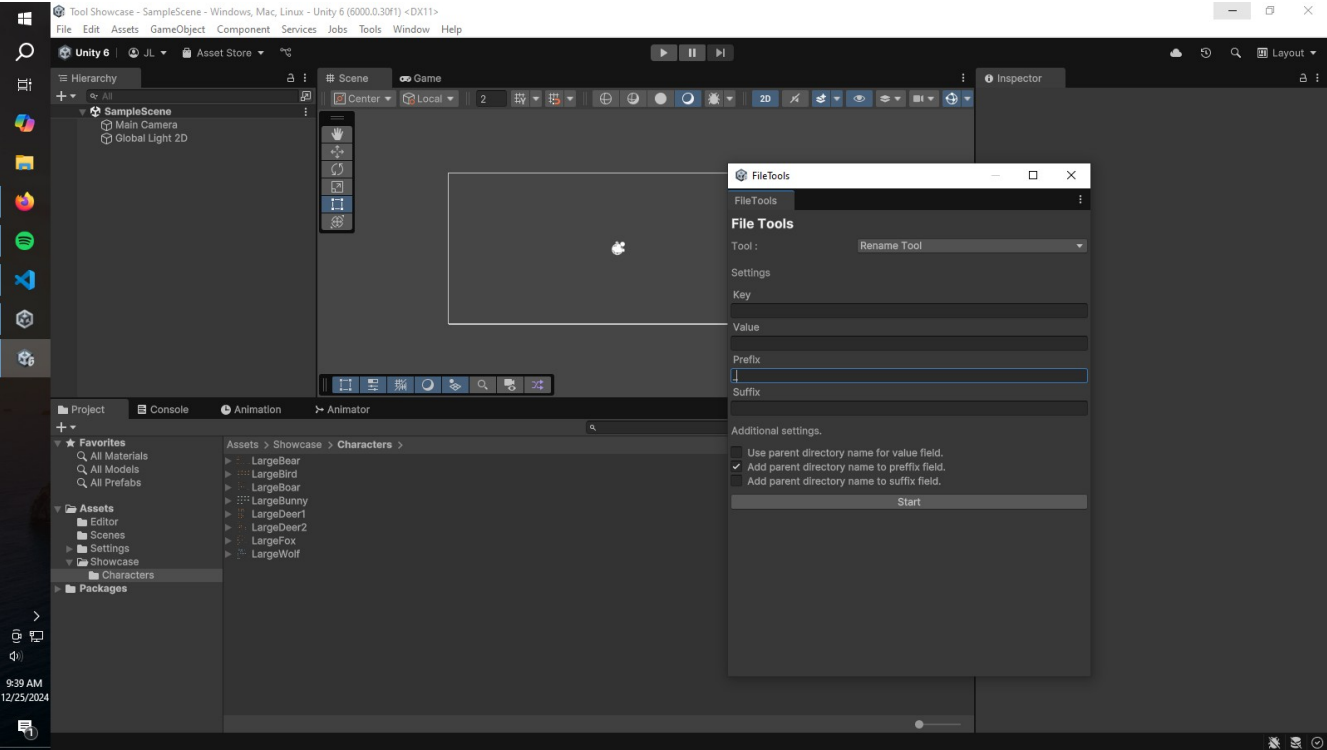
This will result in.

We can also clear words from our file names setting the key to the word we want, and leaving the value empty. Here we will now remove our newly added prefix's
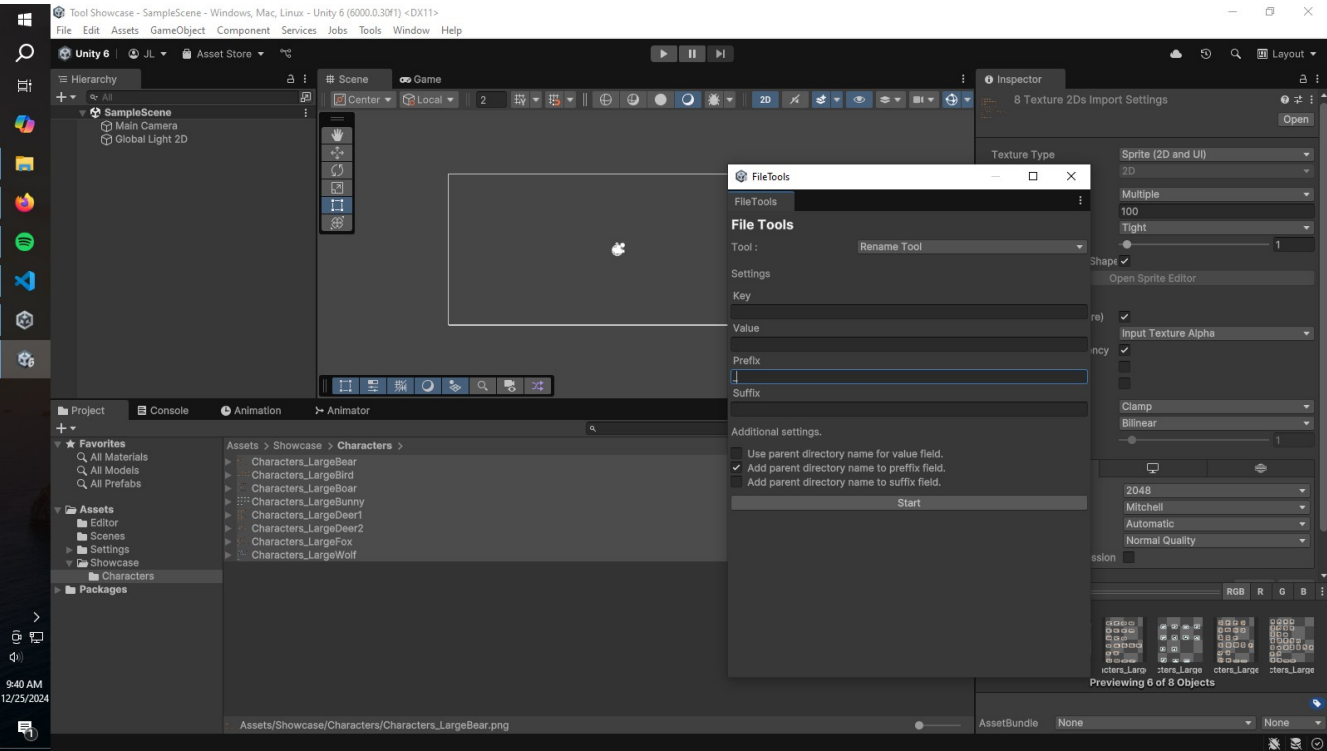
This will remove the word you want to remove.

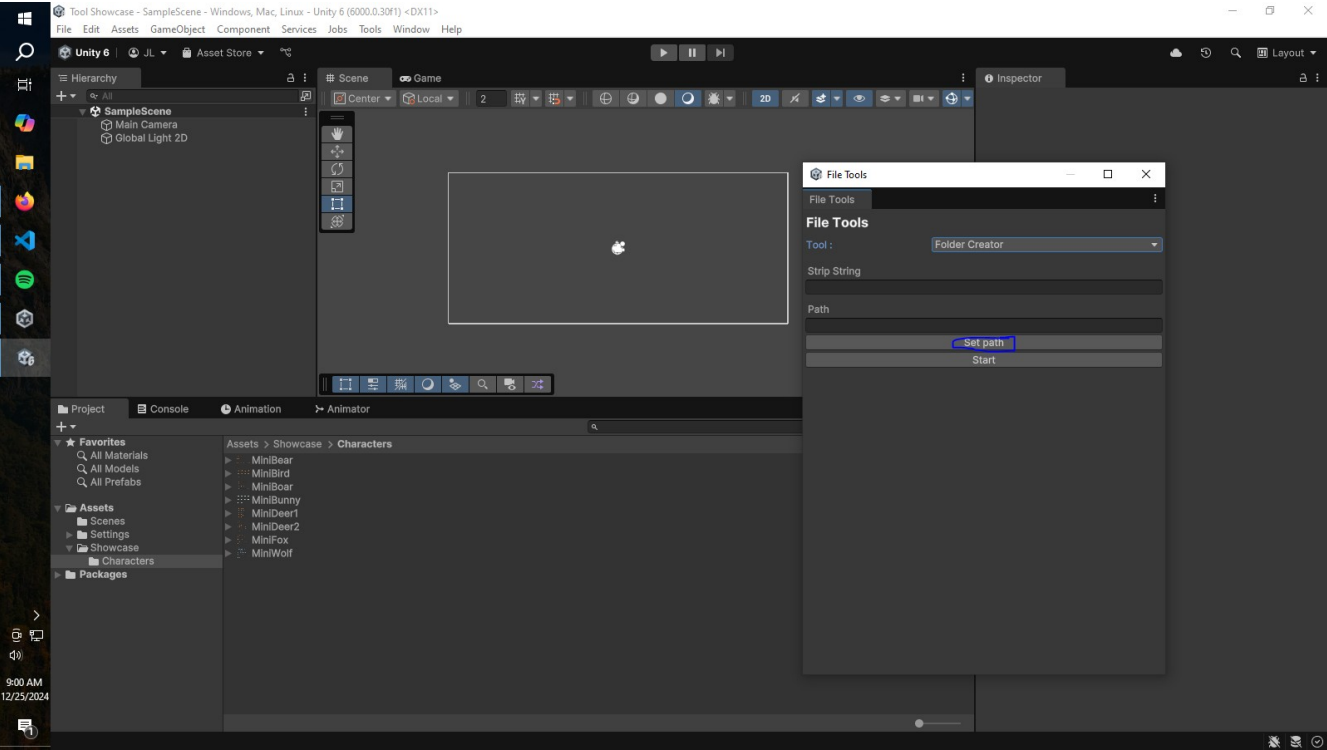Similar results can be achieved easily by adding our parent directory as a prefix, and just setting the prefix to "_"

This is our result.

Folder Creator.

Set the output folder then select the files you want to each make a folder for and press start.

This will create a folder for each of the selected items.