



Mass search and rename assets or objects!

Open "MultiRename Tool" window from the menu:
"Tools/Asset Management/Multi-Rename Tool"

[GitHub](#) | [Asset Store](#) | [OpenUPM](#)

Features

- Live refresh on results when changing the initial parameters.
- Search pattern can contain "\d" to match any numbers.
- Replace pattern can contain "\d" to insert number (counter).
 - Can configure numbers start and step value + leading zeroes.
- Can tweak the final name before executing the rename.
- Can search recursively in folders, subassets or scene objects hierarchies.
- Disable Search or Replace pattern to match / replace everything.

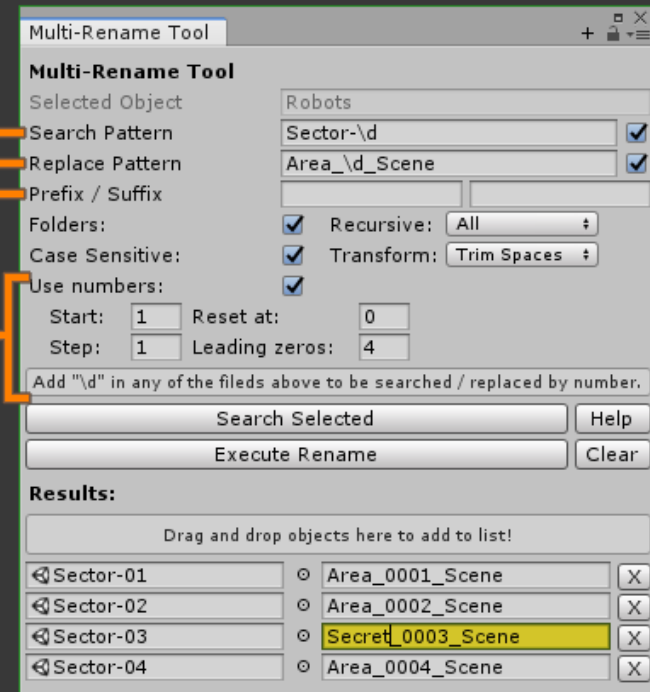
Icon made by [Flat Icons](#) from www.flaticon.com

↓↓↓ Help Below ↓↓↓

Search pattern matches
"\d" with any number

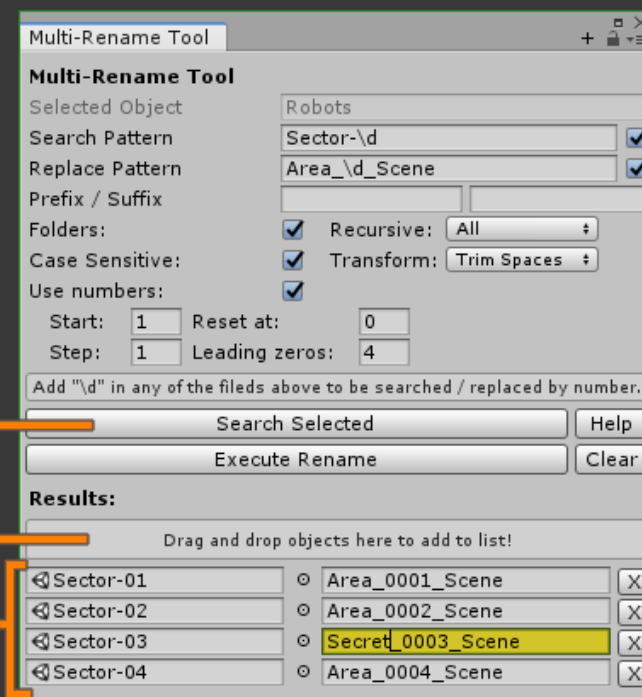
Replace pattern replaces
"\d" with counter number

Counter settings



Select folder or scene
object and press search
to find matches recursively

Drag more assets here
to add to the results list



Matched results are displayed
here, ready to be applied

Modifying parameters
updates the results list

Execute to rename assets



Multi-Rename Tool

Multi-Rename Tool

Selected Object: Robots

Search Pattern: Sector-\d

Replace Pattern: Area_\d_Scene

Prefix / Suffix:

Folders: ☒ Recursive: All

Case Sensitive: ☒ Transform: Trim Spaces

Use numbers: ☒

Start: 1 Reset at: 0

Step: 1 Leading zeros: 4

Add "\d" in any of the files above to be searched / replaced by number.

Search Selected Help

Execute Rename Clear

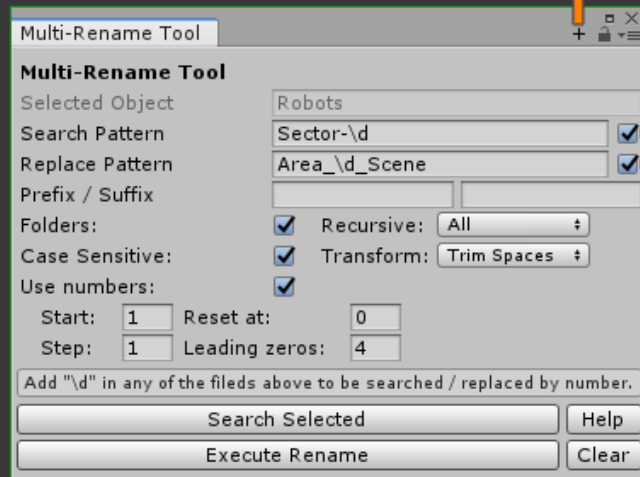
Results:

Drag and drop objects here to add to list!

↵ Sector-01	○ Area_0001_Scene	X
↵ Sector-02	○ Area_0002_Scene	X
↵ Sector-03	○ Secret_0003_Scene	X
↵ Sector-04	○ Area_0004_Scene	X

Modify final name
before executing the job

Open another window



Disable "Search" to match and replace whole asset names

Disable "Replace" to keep the original name (use with prefix / suffix)

Multi-Rename Tool

