Turbo Rename

This document describes usage guidelines for the Turbo rename
asset developed by Rob Reijnen.

This asset can be used to quickly bulk-rename your game objects and project files.

1. **Go to Tools > Turbo Rename to open it.**

2. **Select the gameObjects and/or project files you want to rename.**

3. **Renaming:**

The plugin has several features, for each applies that you tick the box to use it.

Base Name: Replace the existing name of the gameObject or Project file
Prefix: Adds a string in front of the existing name, or the filled in basename if that is used.
Suffix: Adds a string at the end of the existing name, or the filled in basename if that is used.

Numbered: Add numbers to the end of the name.
Start number: The number where we will start counting.
Step: How much each increases.
Number method: In wich way the selected objects will get counted. Note that you cannot use 'By hierarchy' for projects files since the don't have a hierarchy in the scene.
By Selection: The selected objects will be numbered according to their place in the selection. *(The first object in the array will have the lowest number.)*
By Hierarchy: The selected gameObjects will be numbered according   to their place in the hierarchy. *(The first child of a gameObject will have the lowest number. The first gameObject in the scene, for example without a parent will also have that same lowest number.)*

Replace contents: Replace (a part of) an objects name with something else.
Replace: The string/phrase/character to remove.
With: The string/phrase/character to place instead of the above.

Remove all: Remove all (parts of) names that are the same as what you fill in here.
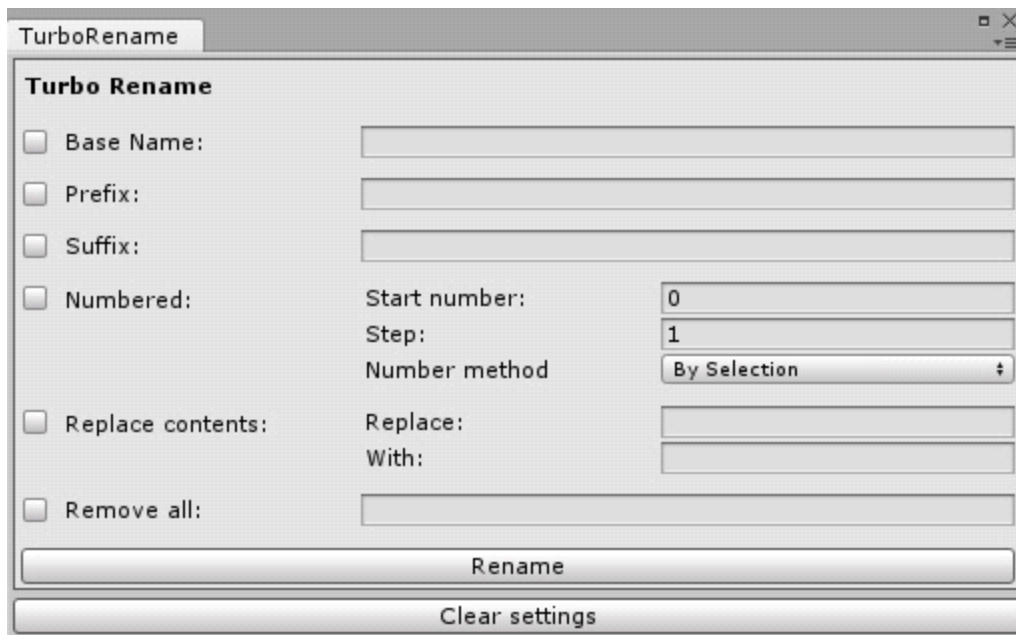
4. **Preview**

In the left collumn you can see the names of your current selection.
In the right collumn you can see an example of how those names will look like after you would press rename.

5. **Press Rename to execute and apply your settings on your selection. Of course, use with caution and check the preview first!**

6.   Clear your settings by pressing, ehh, clear settings.

Contact information:

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