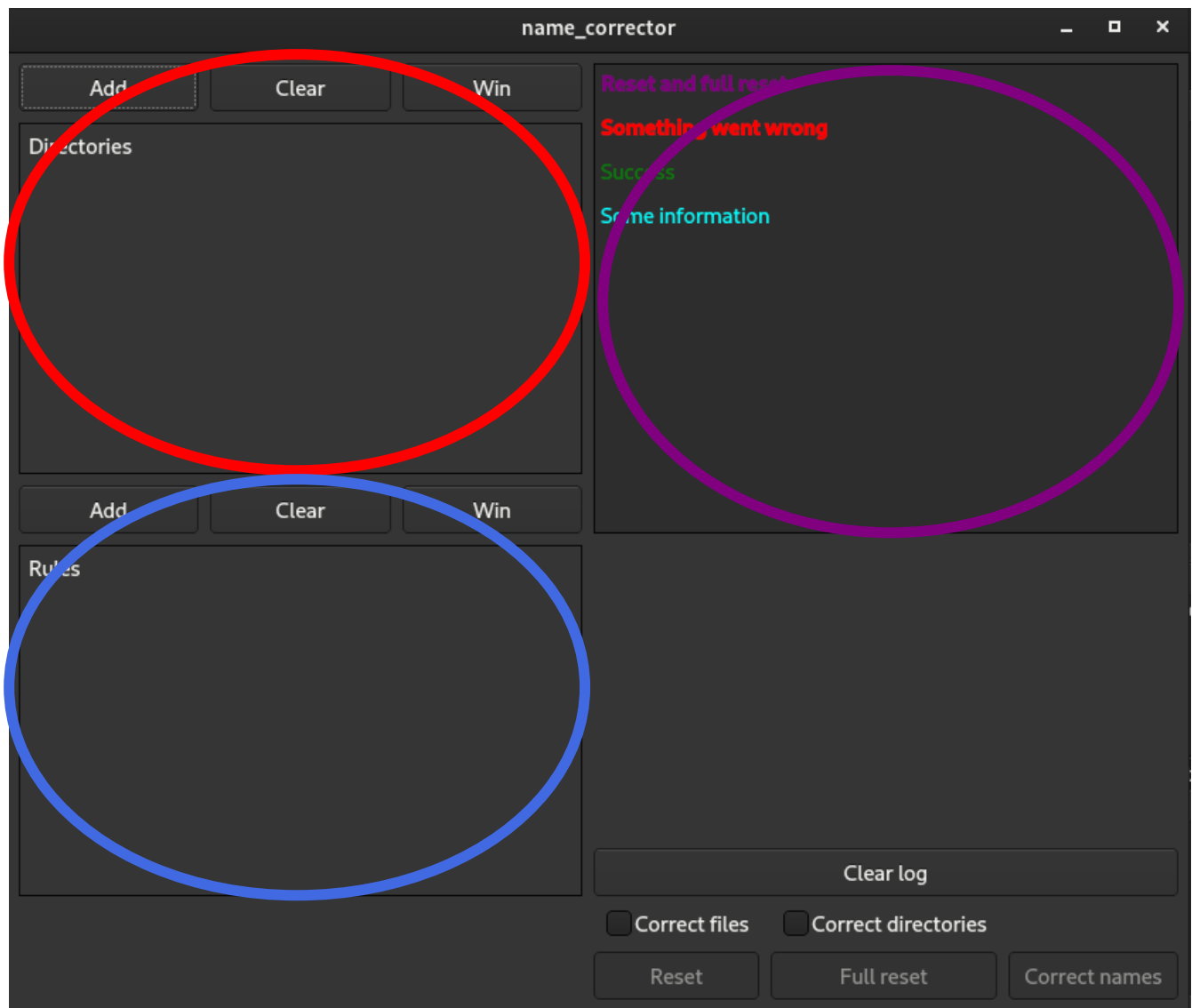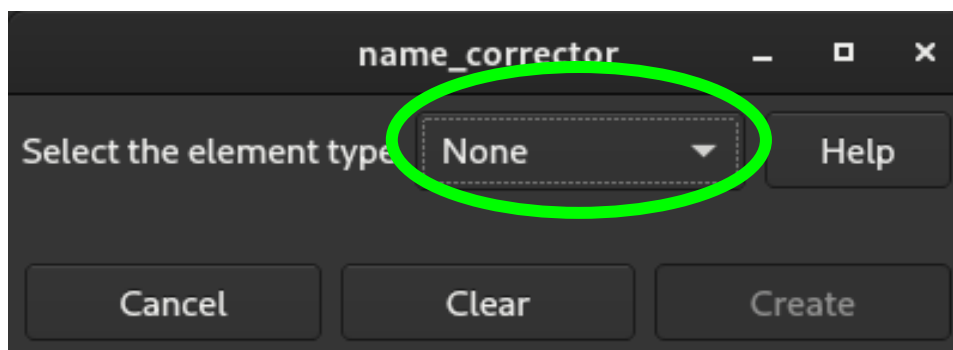When you run the program you will see the **main window**. It must be something like this:
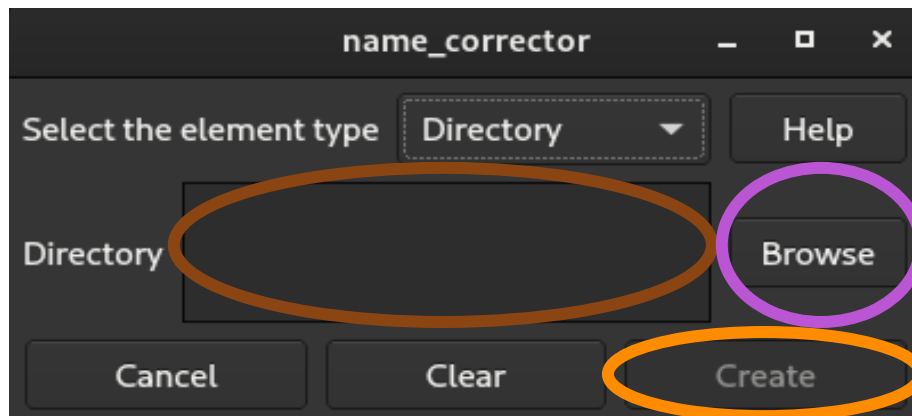

In the left you can see two panels, **directories** and **rules**, with three buttons (Add, Clear and Win)
In the right you can see the **log-panel**, below you can see several buttons and two check-boxes.

To correct names you need select the target directory(-ies), so click the "Add" button above the **directory panel**. Program must show you a window like this:
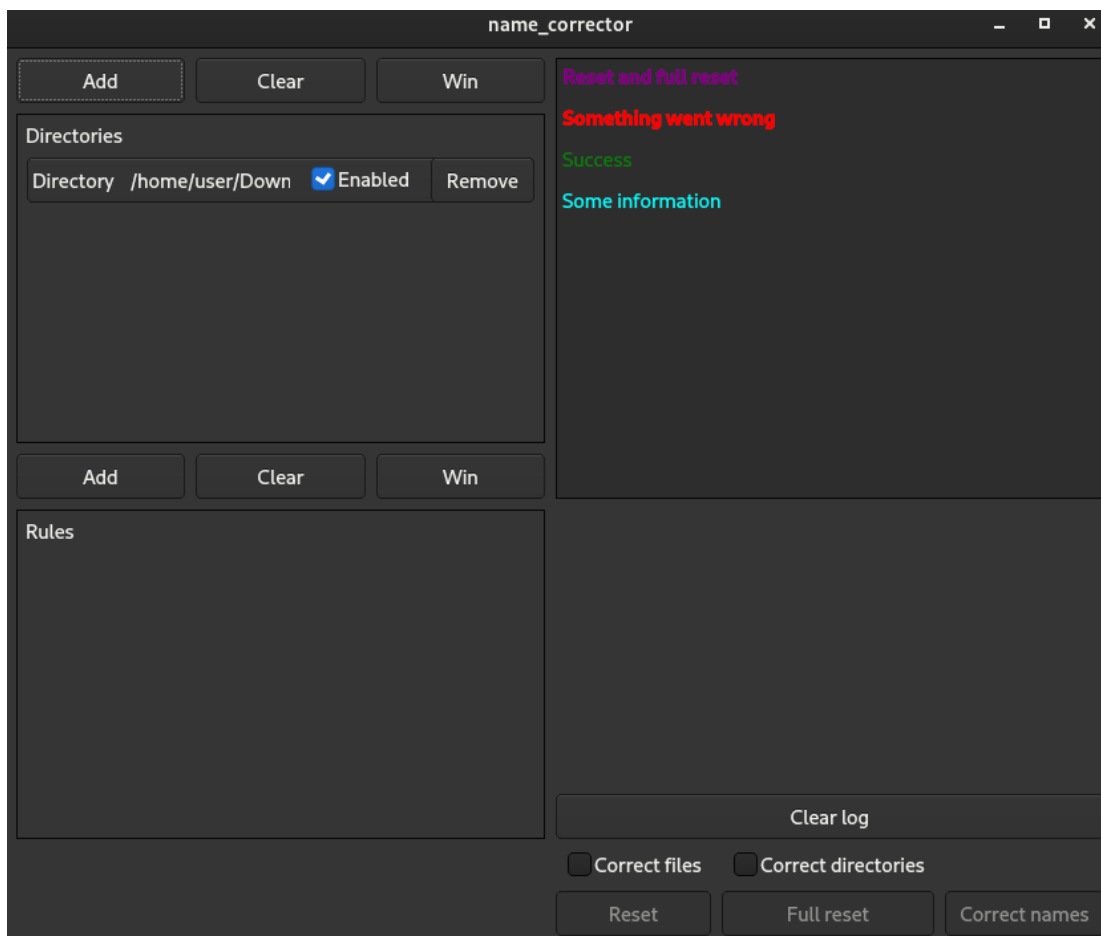
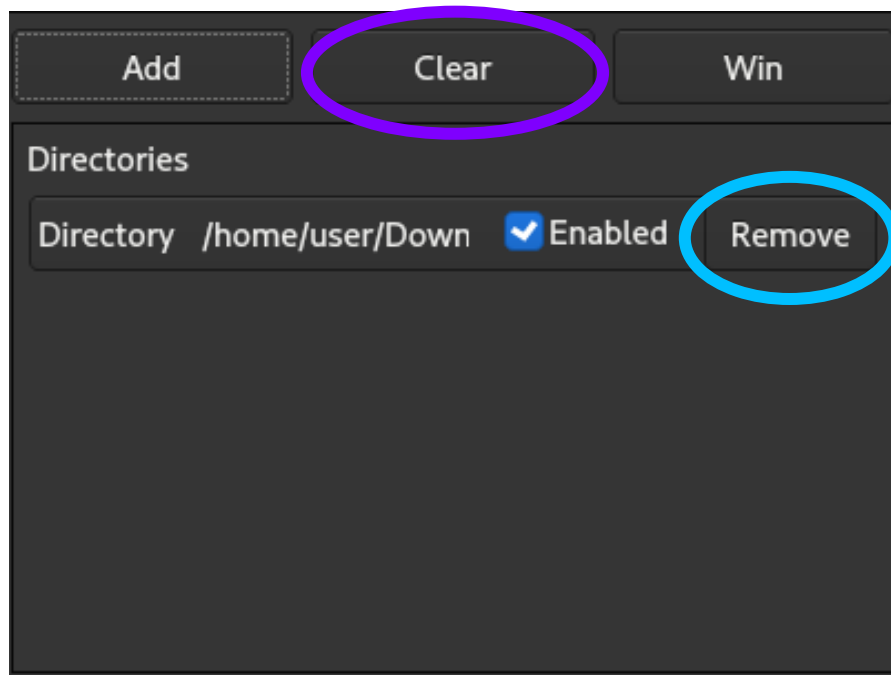Use the **type-combo-box** and select the "directory" type, the program must show you something like this:

You can use the **path-text-box** or the **Browse button** to select the target directory.
If your input incorrect (this directory does not exist), then program draws your attention to that using the red backlighting, else the **Create button** becomes active, so click it.
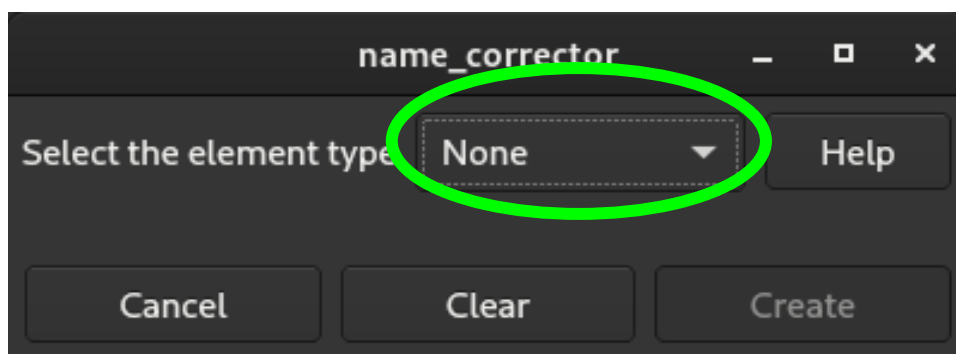
Now you can see something like this:

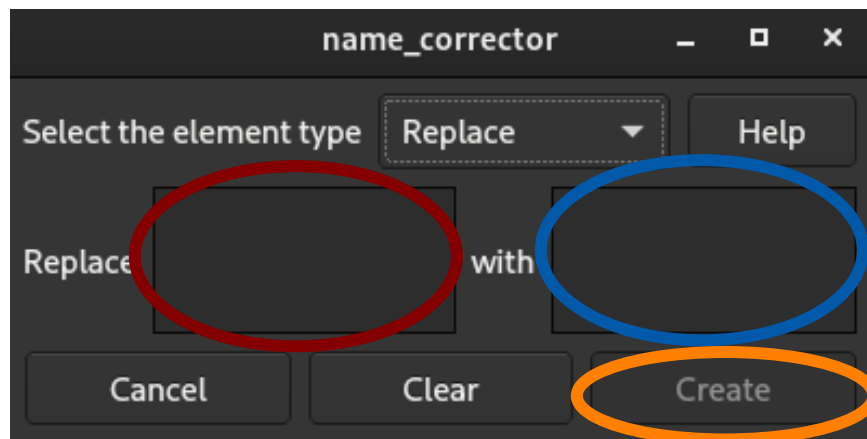There is a new element in the **directory panel**:

You can click the **Remove button** to remove this element, do not worry about your directory, the element contain the path to your directory, but does not affect it.
To remove all elements from the **directory panel** click the **Clear button**.

Awesome! You have selected the target directory. Now you need rules according to which the program will correct names. To create a new rule click the Add button above the **rule panel**, program must show you a window like this:

Use the **type-combo-box** and select the "Replace" type, the program must show you something like this:

The string in the **replaced-text-box** will be replaced with the string in the **replace-with-text-box**.
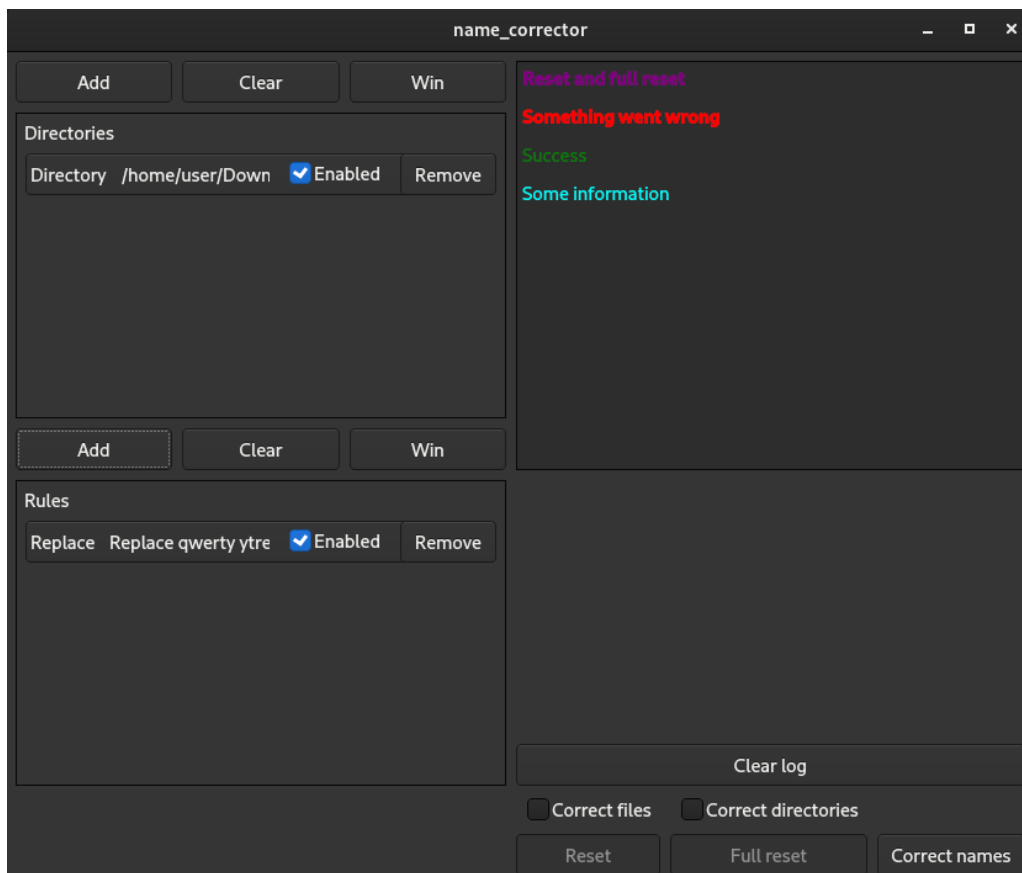For example:
Replace **qwerty** with **ytrewq**
Old file name: **qwerty**1234.txt
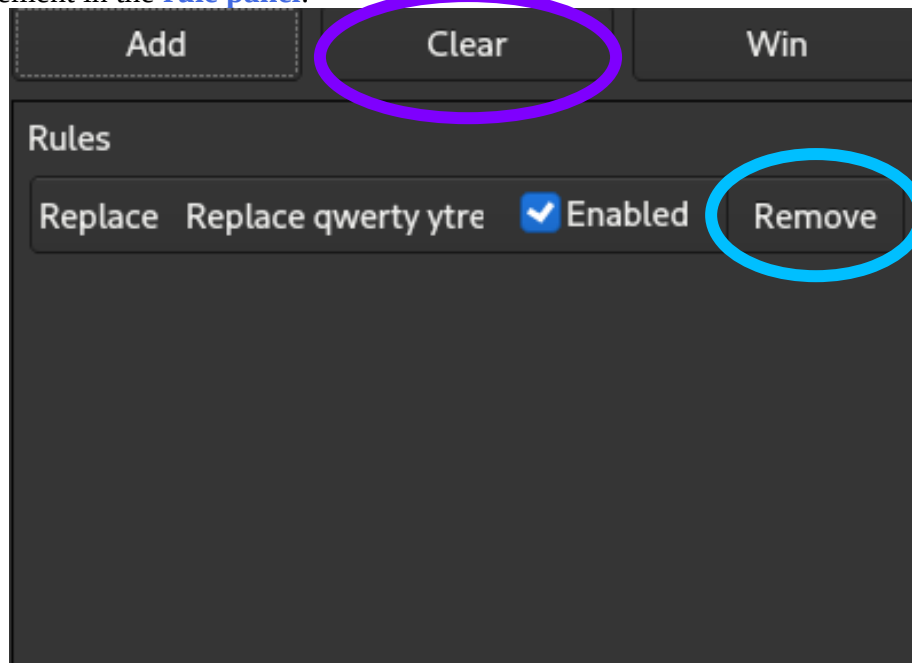New file name: **ytrewq**1234.txt

If your input incorrect (empty **replaced-text-box**), then program draws your attention to that using the red backlighting, else the **Create button** becomes active, so click it.
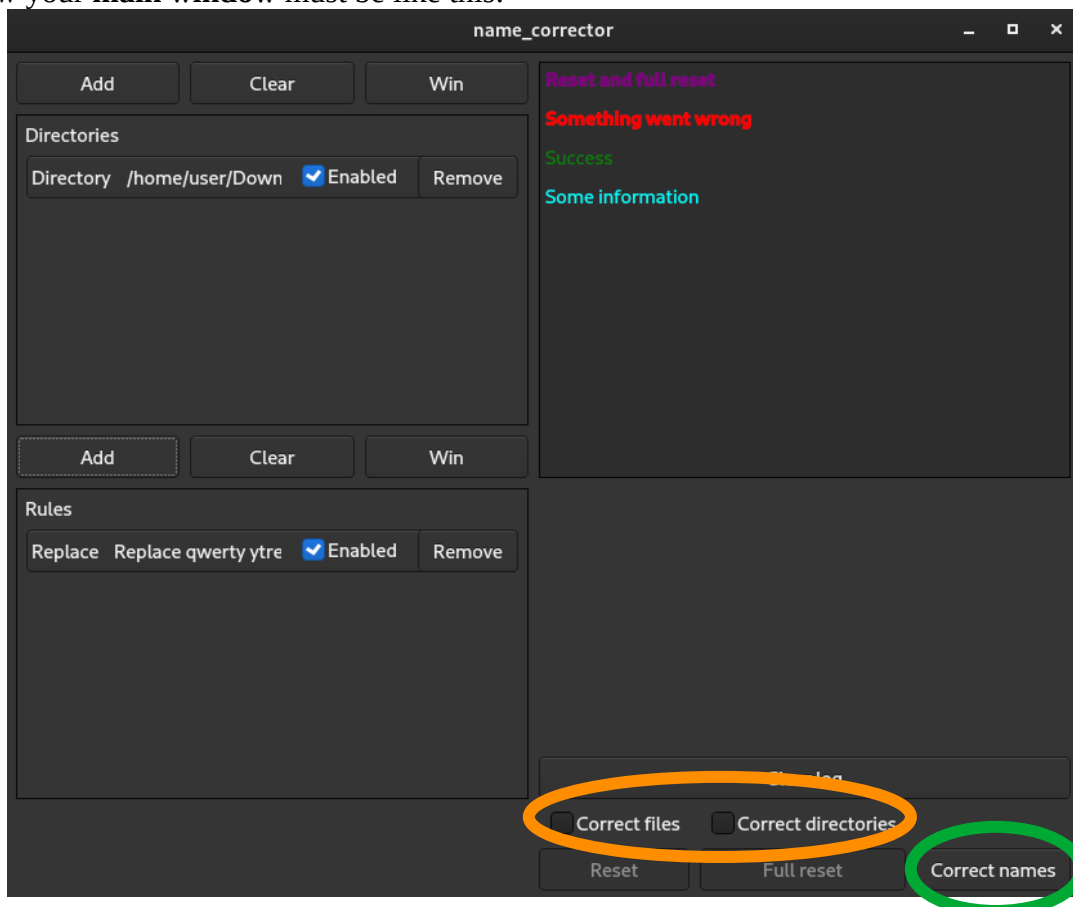
Now you can see something like this:

There is new element in the **rule panel**:

You can click the **Remove button** to remove this element.
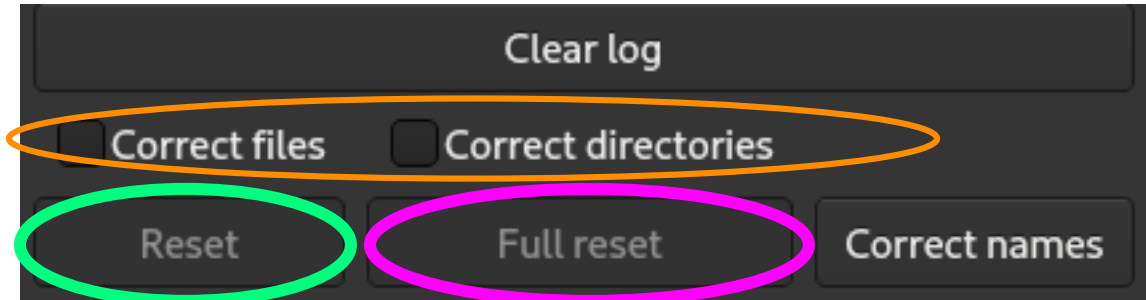To remove all elements from the **rule panel** click the **Clear button**.

Okay, now your **main window** must be like this:

As you can see the **Correct names button** is available now, but before click it you need choose what you want to correct, file names or/and directory names. Use **check-boxes** to choose what you want to correct.

Now, you can click the **Correct names button** and check the result, also you can see all the results in the **log-panel**

If you not sure about the correcting just click the **Reset**(reset the last operation) or the **Full reset button**(reset all the operations done by the program), you can find these buttons below the **check-boxes:**

You are great, congratulations!

More about rules:
Replace usage: enter two strings (or symbols), the first will be replaced with the second

Remove usage: enter the string and two numbers, the first and the last positions, then program remove all the occurrences (between the first and the last positions) of the string from the object name (you can enter empty string - enter nothing in the first text box - and the program removes all the symbols between the first and the second positions)

Add usage: enter the string and one number, the position of the addition, the program add your string to the position

MakeList usage: select the type of your list (*prefix* OR *postfix* AND *numeric* OR *alphabetic*) and enter the separator(optional), the program turns your files or/and directories into the selected list

If your input incorrect then the program draws your attention to it using the red backlighting.

Note:

All rules in the **rule panel** will be used in order for each directory in the **directory panel**
Program does not change content of files, it works with names only