

About the scripts

Rename Object.js

This script can do below mentioned operations:

- Open a prompt which will ask the user to rename the selected object.
- You can select multiple objects and rename them with the same name.
- You can rename individual shapes/paths etc and groups.
- If there is only object in the selected layer and you run this script to rename it, then the layer name is also renamed to the selected object's name

Rename All layers.js

Running this script will rename all the layers based on their first item/object name. This is helpful when the "Release to layers(Sequence)" option is used.

How to run and assign shortcut

1. Copy Scripts.

Copy both the scripts in the Adobe Illustrator's 'Scripts' directory.

Mac - /Applications/Adobe Illustrator 2020/Presets.localized/en_GB/Scripts/
Windows - C:/Users/<username>/Program Files/Adobe/Adobe Illustrator <version>/Presets/Scripts/

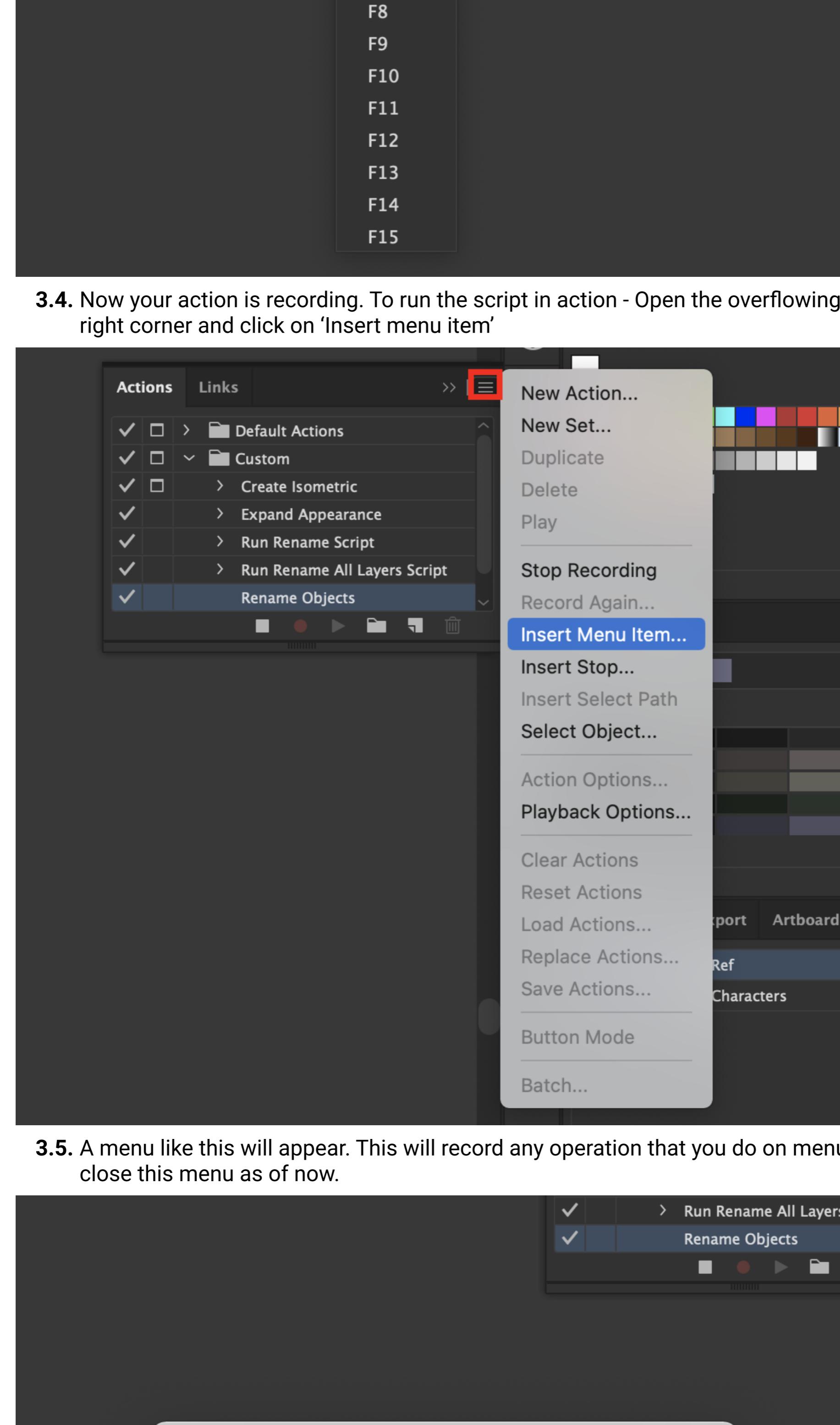
2. Run the scripts once

1. Open a new document. Draw any shape, let's say a rectangle and select it.
2. Run these script by going to menu File > Scripts > Others
3. This will open the path where we saved the scripts. Select and run these scripts one by one

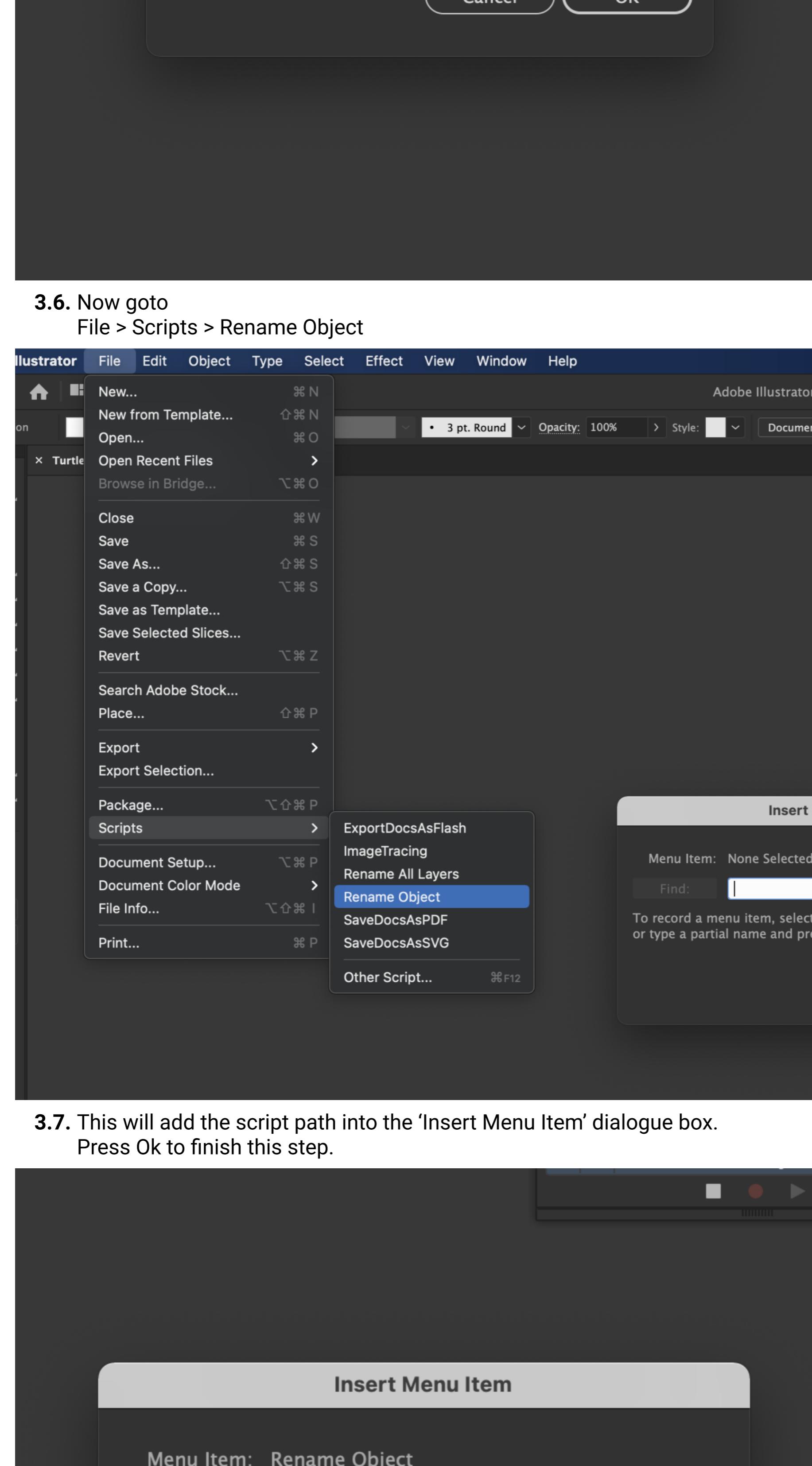
This will help us to make an action, since the file name will reflect now under the 'Scripts' menu.

3. Make an action

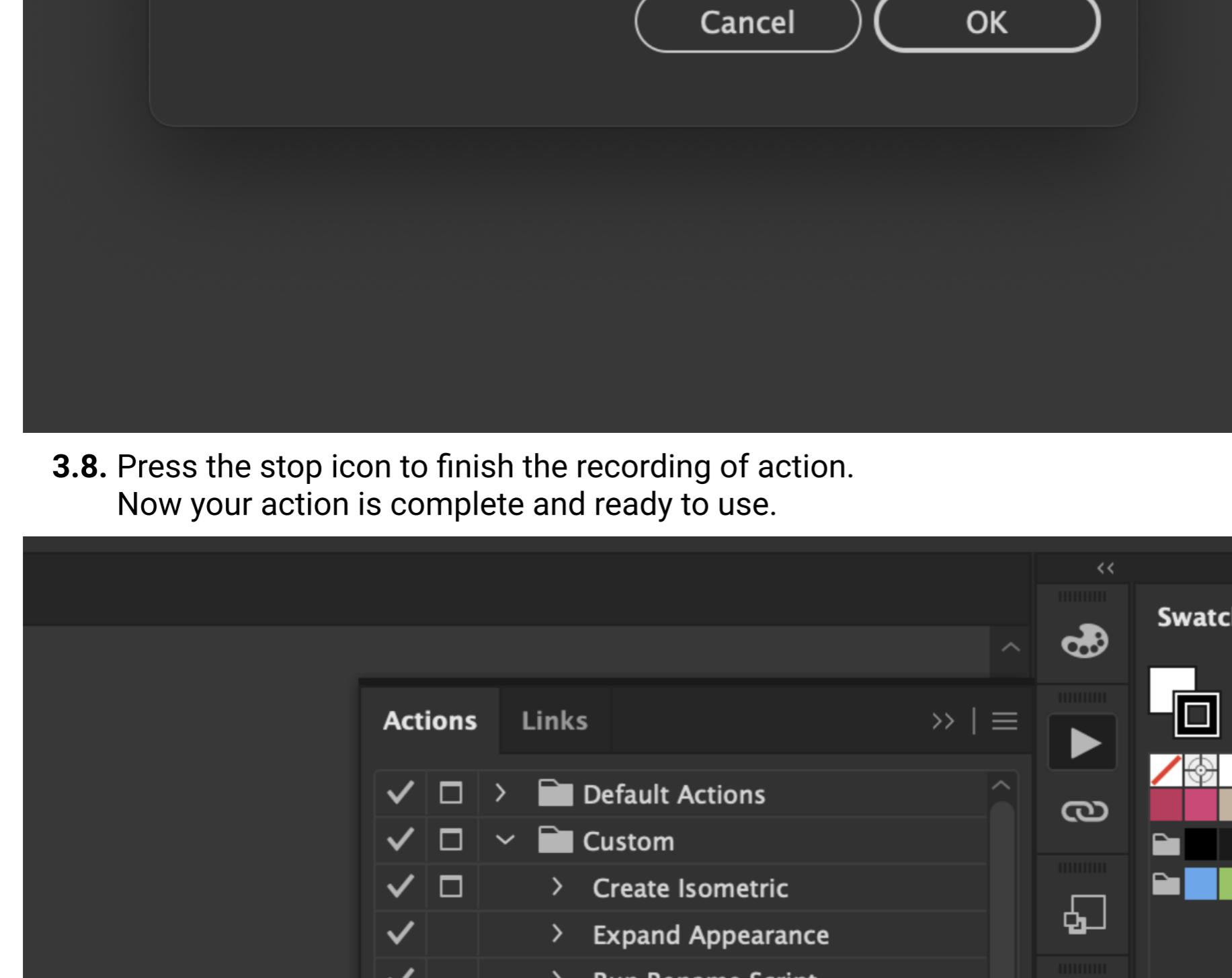
1. Open 'Actions' menu by going to Windows > Actions
2. Create a new action by clicking on the file icon



3. A dialogue will appear. Give a name to your action and assign a shortcut key.
Start recording the action by pressing the 'Record' button. (I personally use 'F2' for the "Rename Object.js" script)



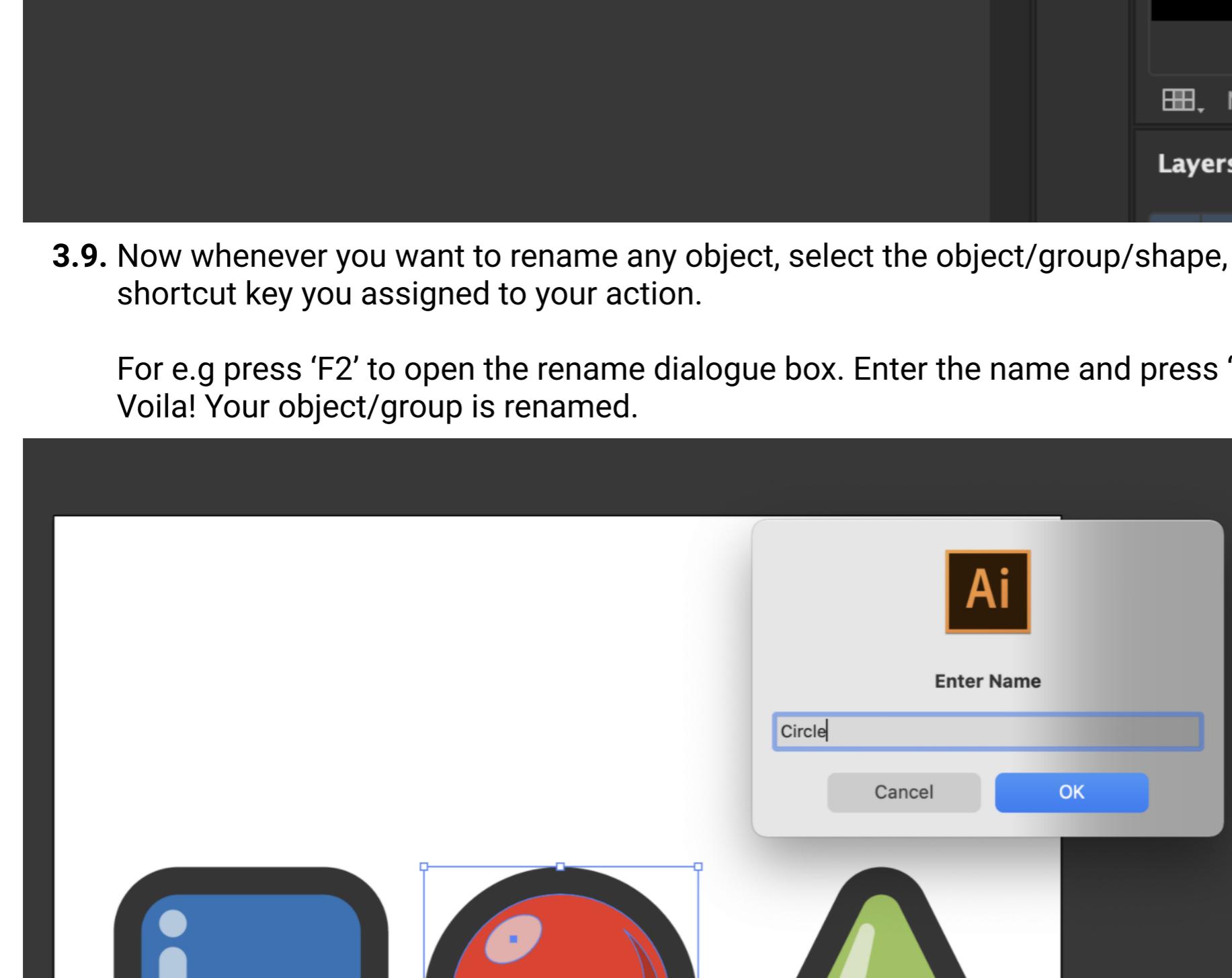
4. Now your action is recording. To run the script in action - Open the overflowing menu from top right corner and click on 'Insert menu item'



5. A menu like this will appear. This will record any operation that you do on menu items. Do not close this menu as of now.

6. Now goto File > Scripts > Rename Object

File > Scripts > Rename Object



7. This will add the script path into the 'Insert Menu Item' dialogue box.

Press Ok to finish this step.

8. Press the stop icon to finish the recording of action.

Now your action is complete and ready to use.

9. Now whenever you want to rename any object, select the object/group/shape, press the shortcut key you assigned to your action.

For e.g press 'F2' to open the rename dialogue box. Enter the name and press 'OK'. Voila! Your object/group is renamed.

Similarly, you can create an action and assign a shortcut function key to the second script.

Thanks and happy renaming :)