Renamer Tool Editor

Descripción

Files: CGFRenamerTool.cs

Path: "CGF/Editor/Tools/Renamer"

Menu: "CGF/Objects/Renamer"

Description

Tool that allows rename multiple objects.

Reference

- **Item List** – Stores the list of renamer items currently managed by the tool.
- **Multi Column List View** – Holds the multi-column list view for renamer items.
- **Operator List** – Stores the list of renamer operator items currently managed by the tool.
- **Operator List View** – Holds the operator list view for renamer operators.
- **Rename Button** – Holds the button used for renaming selected items.
- **Revert Items List** – Stores the list of revert records for renamer items to support reverting changes.
- **Selected Operators From List** – Stores the currently selected operator items from the operator list view.
- **Selecteds From List** – Stores the currently selected renamer items from the list view.
- **Sorting Type** – Stores the current sorting type used for renamer items.
    - **Type** – Sort by object type.
    - **Current Name** – Sort by the current name of the object.
    - **New Name** – Sort by the new name set for the object.

Use

Open the tool from `CGF/Objects/Renamer` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.