



Rename Objects

Command Description

The Rename Objects command lets you select any objects and add a prefix and/or suffix to the objects name. Also able to re-layer the objects at the same time.

The screenshot shows the 'Rename Objects' dialog box. It features a title bar with the text 'Rename Objects' and a close button. Below the title bar, there are two small icons. The main area is divided into three sections: 'Entity selection' with a text field 'Selected: 0' and an 'Options' button; 'Rename' with 'Prefix:' and 'Suffix:' labels and two text input fields; and 'Relayer' with a checkbox 'Move to layer:' and a dropdown menu showing '0'. At the bottom are three buttons: 'Apply', 'OK', and 'Close'.

1. Click in the **Entity selection** field and then in a graphic view select the objects which you want to add a prefix and/or suffix to. Click **Options** for additional selection options.
2. In **Rename**, enter a Prefix and/or Suffix as required.
3. Check the **Move to layer** option to move the renamed objects to a new layer.
4. Do either of the following:
 - Click **Apply** to apply the changes and keep the **Rename Objects** command pane open.
 - Click **OK** to apply the changes and close the **Rename Objects** command pane.

Note: This command does not work on Alignments