

Installation:

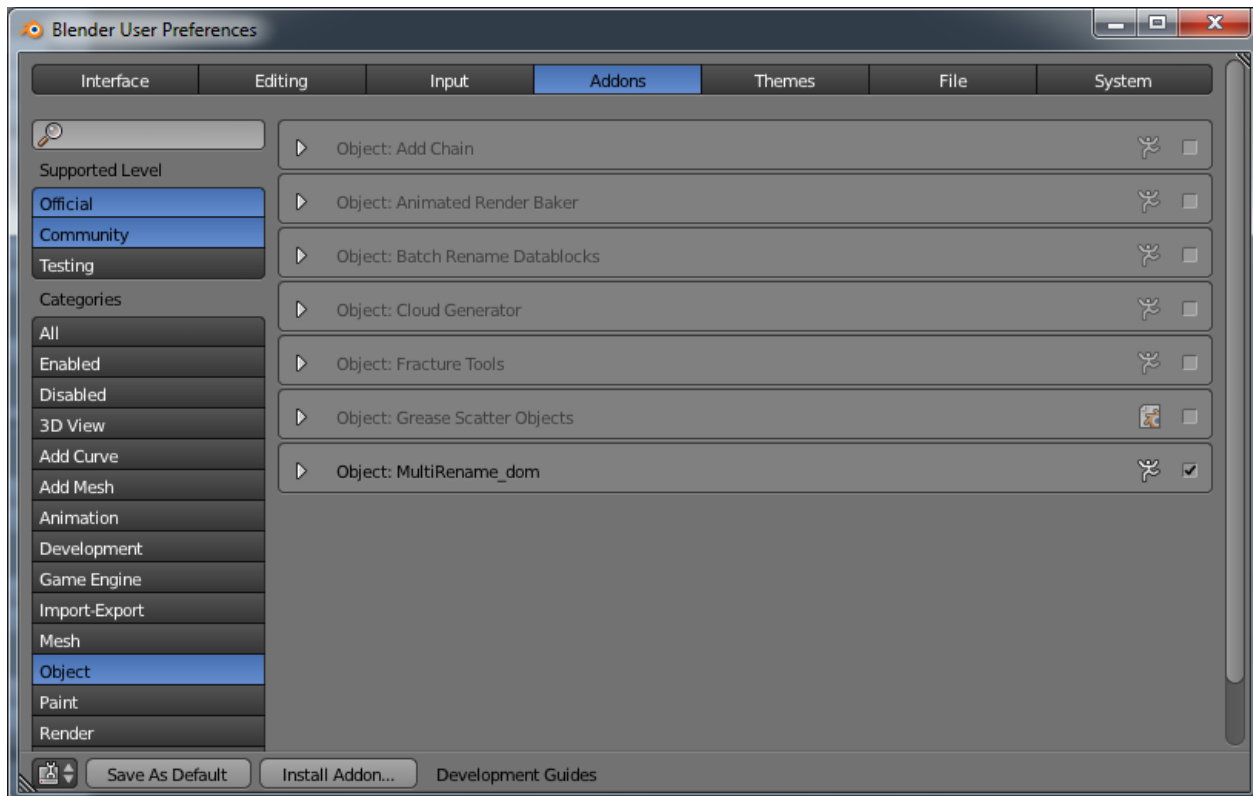
The script is adapted from a script by Maximilian Eham as found on 2012/08/16 at

http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Object/Object_Multi_Rename

Install the script by simply copying `object_multi_rename_dom.py` in Blender “scripts\addons” sub-directory (for example: `D:\Program Files\Blender Foundation\Blender\2.63\scripts\addons`).

Start Blender to open the default Blender file.

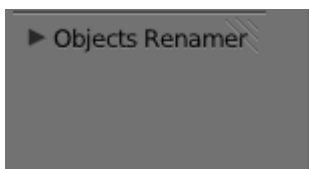
Then enable the Add_On:



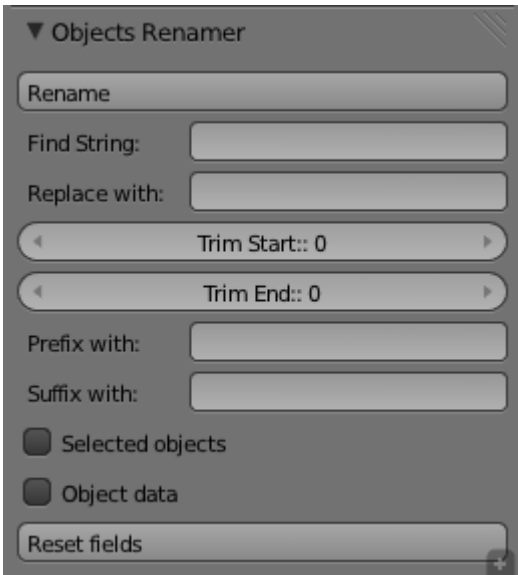
For the script to be enabled every time you start Blender, you will need to save your [User Preferences](#) (“Save as defaults” button).

Usage:

When displaying the tool shelf (press `t`), the following panel is available:



Click on the arrow to unfold the script panel:



Some explanation is displayed when hovering the mouse over a field.

Enter the values and select the desired options, then click on the Rename button.

Use “Selected objects” if the change is only for the selected objects. Otherwise, it will be applied to the whole model.

In object mode, use “Object data” if you want the mesh data to bear the same name as the mesh.

Use “Reset fields” to blank the input fields.

Just after the processing end, some information is displayed for a short while in Blender information bar:

