Model Rename

This tool can be accessed from the Geopak: D&C Manager, as shown below:

If the item is not found as shown below, use the *D&C > Edit > Find* tool to locate it.)
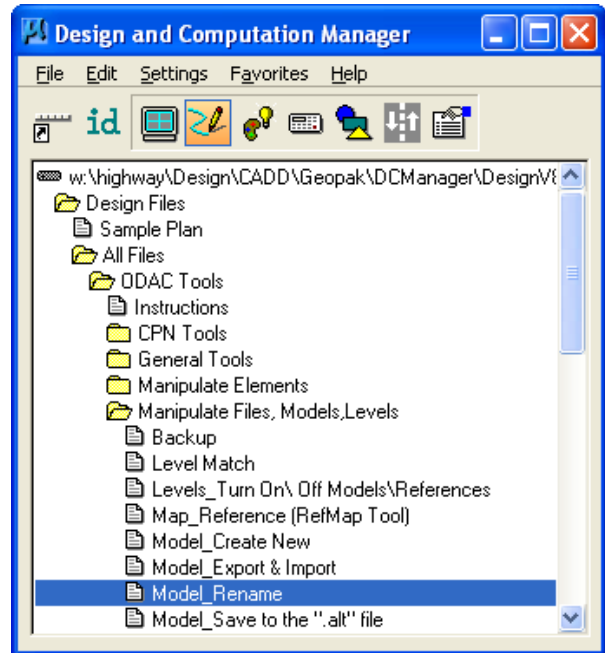
The **Model Rename** program was specifically developed to mass rename "Sheet File" models. It was not intended for individual model name changes, such as typo errors, etc., and does not correct reference file attachments that use the old model name.

The program allows for a new Prefix and/or Suffix to be added to existing model name(s). Model numbers must be entered to indicate the starting and ending models to process. The model number is determined by counting in the model dialog. The **Project Overview**, **Working** and **Default** models will be skipped during processing.
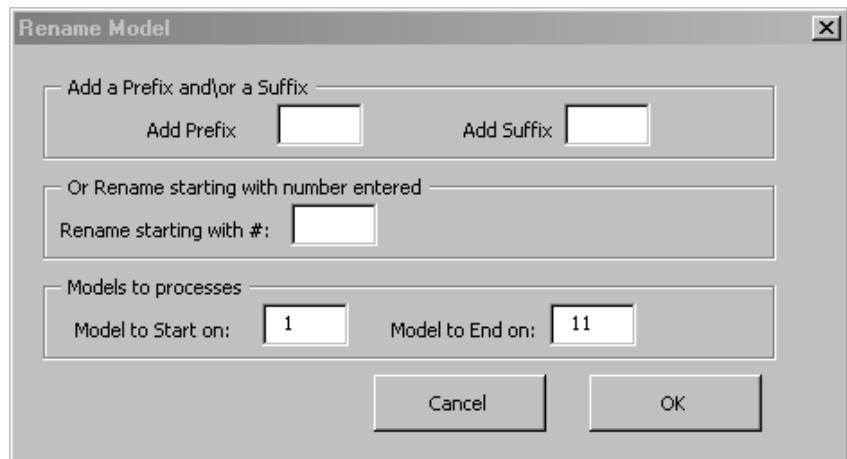
The **Add Prefix** textbox provides the option to add characters to the beginning of the model name. A space will not, (and should not), be added between the Prefix and the model name.

NOTE: Never use Spaces in Model or File names. If a separation is desired between the prefix or suffix and the model name, an under-bar, ("_"), should be used, rather than a space.

The **Add Suffix** textbox provides the option to add characters to the end of the model name. A space will not, (and should not), be added between the model name and the Suffix. (See the paragraph above for more detail about not using spaces in Model names.)

The **Rename Starting with #** textbox provides the option to enter a beginning number to be used as the starting point for sequential numbered model names to replace the existing model names. The program will not rename the actual MicroStation default model, and will not rename models with the names of **Default**, **Project Overview**, and **Working**.

A numerical model number value must be entered in the **Model to Start on:** and **Model to End on:** text-boxes. This number is determined by counting models in the Model dialog. The default values are the first and last model in the file.

The **Cancel** button ends the program.

The **OK** button, in the **Model Rename** dialog, begins the model renaming process.

If the **OK** button is clicked with no data entered in any of the **Prefix, Suffix**, or **Rename starting with #** data entry fields, the program will produce the warning dialog shown at the right and will then return to the **Rename Model** dialog after this **OK** button is clicked.
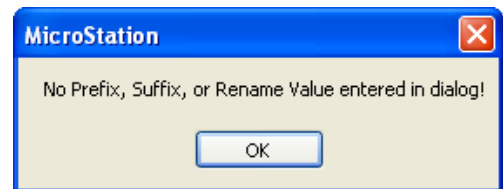
Data entries "AB" and "XY" have been entered in the **Prefix** and **Suffix** boxes respectively, to demonstrate the results, which are shown below and on the next page.
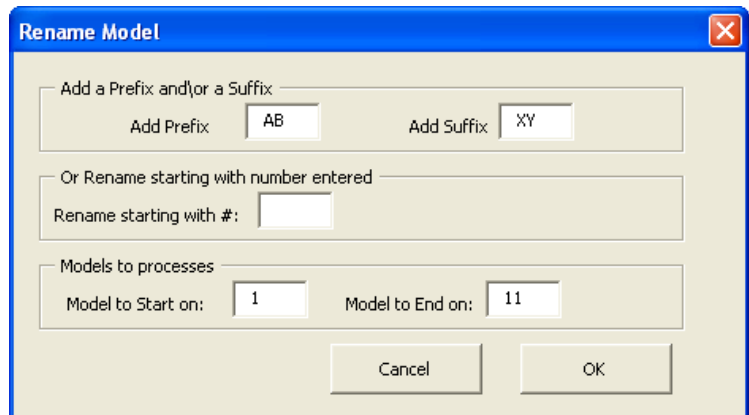
The dialog at the right shows the model names before renaming.
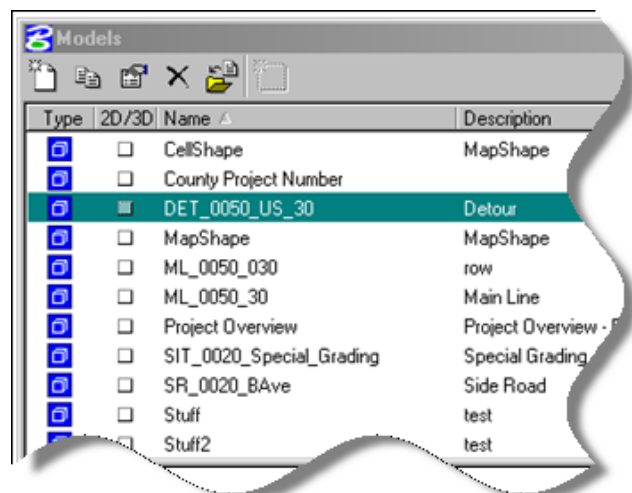
The dialog at the right shows the model names after the "AB" and "XY" prefix and suffix changes have been made. Notice the "Project Overview" model was skipped.
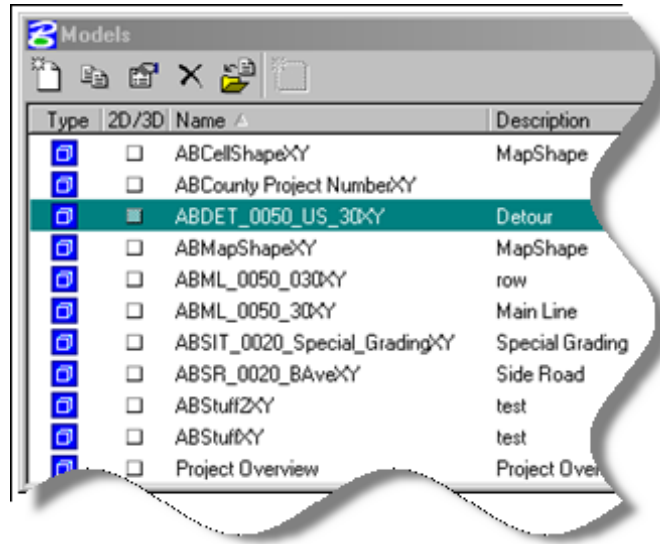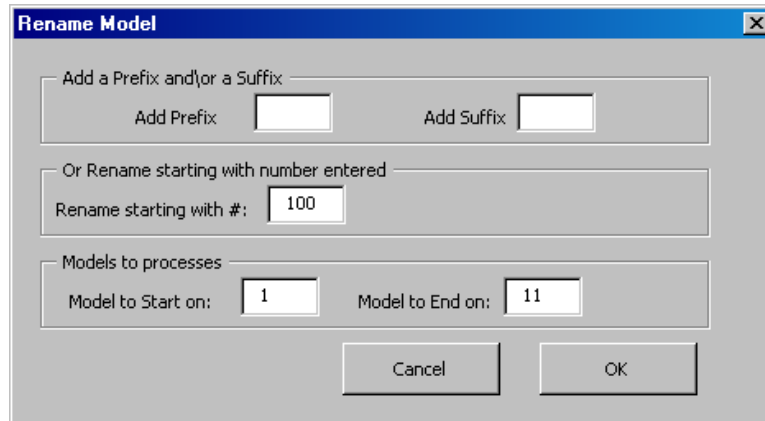
Type	2D/3D	Name △	Description
🔲	☐	ABCellShapeXY	MapShape
🔲	☐	ABCounty Project NumberXY	
🔲	■	ABDET_0050_US_30XY	Detour
🔲	☐	ABMapShapeXY	MapShape
🔲	☐	ABML_0050_030XY	row
🔲	☐	ABML_0050_30XY	Main Line
🔲	☐	ABSIT_0020_Special_GradingXY	Special Grading
🔲	☐	ABSR_0020_BAveXY	Side Road
🔲	☐	ABStuff2XY	test
🔲	☐	ABStuffXY	test
🔲	☐	Project Overview	Project Over

The **"Rename, starting with #:"** option is chosen at the right, beginning with **# 100**.

Rename Model

Add a Prefix and\or a Suffix

Add Prefix [   ]   Add Suffix [   ]

Or Rename starting with number entered

Rename starting with #:   [100]

Models to processes

Model to Start on: [1]   Model to End on: [11]

Cancel   OK

The result of the "**Start with #100**" renaming option used above is shown below.

Type	2D/3D	Name △	Description
🔲	☐	100	row
🔲	☐	101	Special G
🔲	☐	102	Side Road
🔲	☐	103	Main Line
🔲	☐	104	MapShape
🔲	☐	105	MapShape
🔲	☐	106	test
🔲	☐	107	test
🔲	☐	108	
🔲	■	109	Detour
🔲	☐	Project Overview	Project Ove