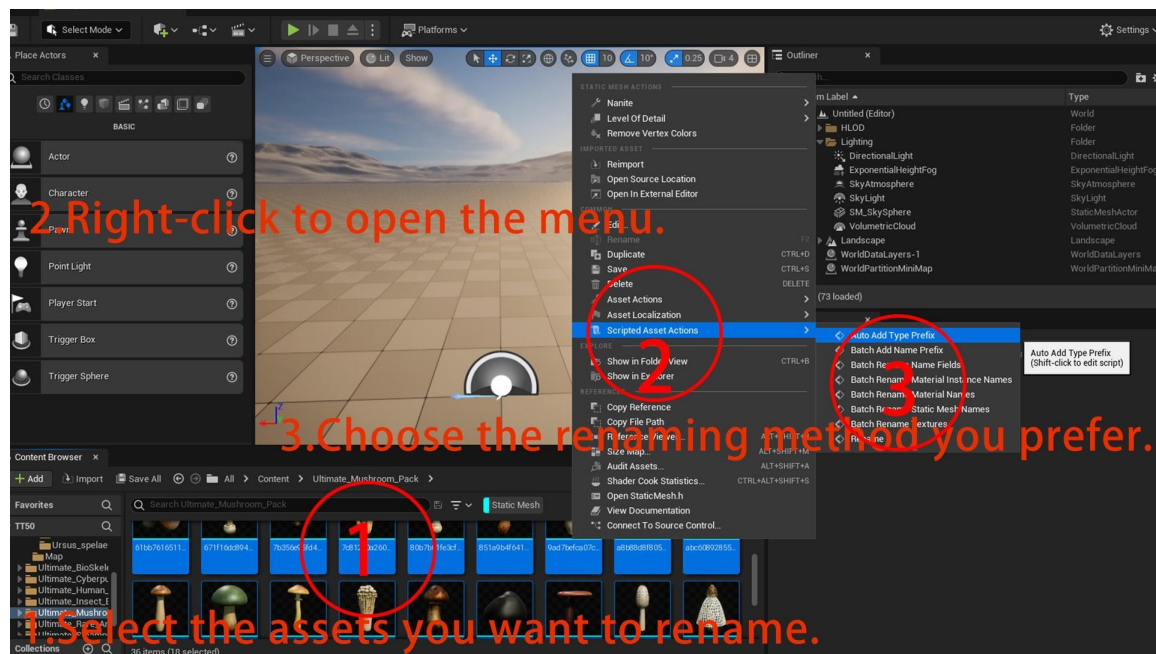


Ultimate Auto-Renaming Tool - Documentation



1. Overview

Ultimate Auto-Renaming Tool is a utility plugin for Unreal Engine designed to batch rename and organize assets efficiently. It scans selected assets and applies renaming rules automatically, improving project structure and workflow.

2. Features

- Batch rename assets with various renaming rules
- Auto-detect asset type and add prefixes
- Clean asset names, remove invalid characters
- Update references automatically
- Blueprint and C++ API support
- Works directly from Content Browser right-click menu

3. Installation

1. Place the plugin folder into:

YourProject/Plugins/UltimateAutoRenamingTool/

2. Open Unreal Engine.

3. Go to Edit → Plugins.
4. Enable “Ultimate Auto-Renaming Tool”.
5. Restart the editor.

4. Quick Start Guide

Step 1 — Select assets you want to rename

In the Content Browser, select any number of assets (StaticMesh, Material, Texture,, etc.).

Step 2 — Right-click to open the menu

Right-click the selected assets to open the context menu.

Step 3 — Choose a renaming method

Navigate to:

Scripted Asset Actions →

and choose one of the available rename tools, such as:

- Auto Add Type Prefix
- Batch Add Name Prefix
- Batch Rename – Name Fields
- Batch Rename – Material Instances
- Batch Rename – Static Mesh Names

Step 4 — Confirm rename

Some rename tools show a preview window. Review and click Apply.

Step 5 — Done

Assets will be renamed and references updated automatically.

5. Requirements

- Compatible with Unreal Engine (version depending on listing)

- Editor mode required
- No external software required