

OCD Renamer v1.1.6 Manual

Installation

Windows:

Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels\
Panels\

Mac:

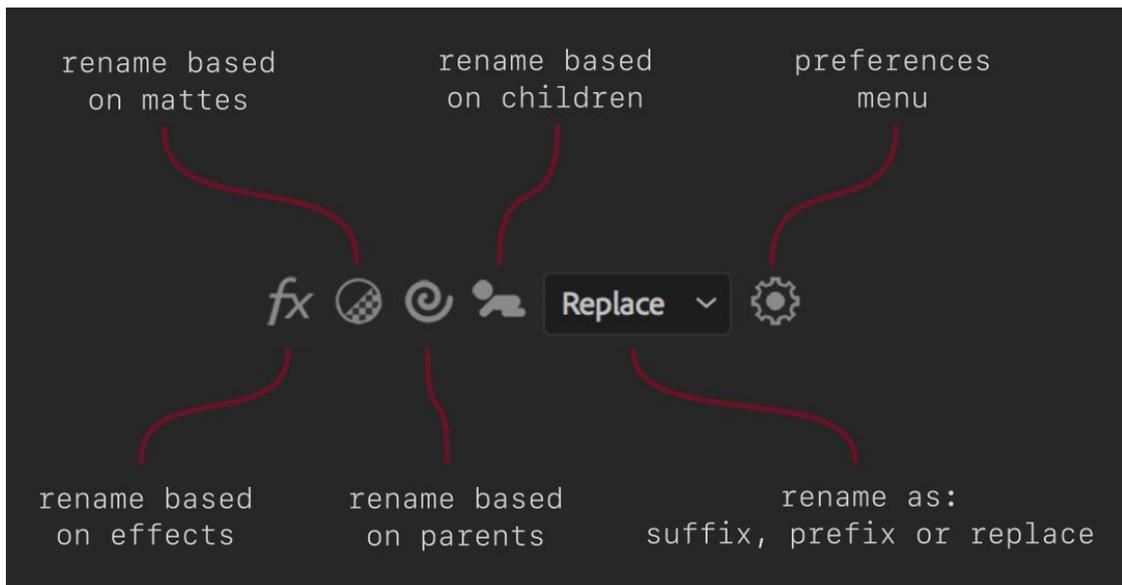
Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels/

Using OCD Renamer

OCD Renamer intelligently renames your layers based on your settings. It can rename based on the following:

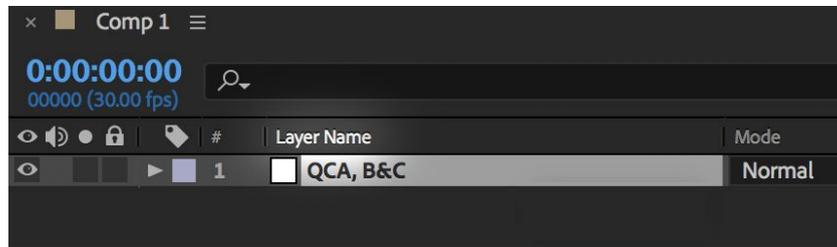
- Effects applied to layers
- Mattes and the layers matted to them
- Parents
- Children

Renaming is based on your current selection. If (for example) you want to rename every layer in the entire project based on effects, shift click the *fx* icon and every layer in the entire project will be named based on the effects applied to it.

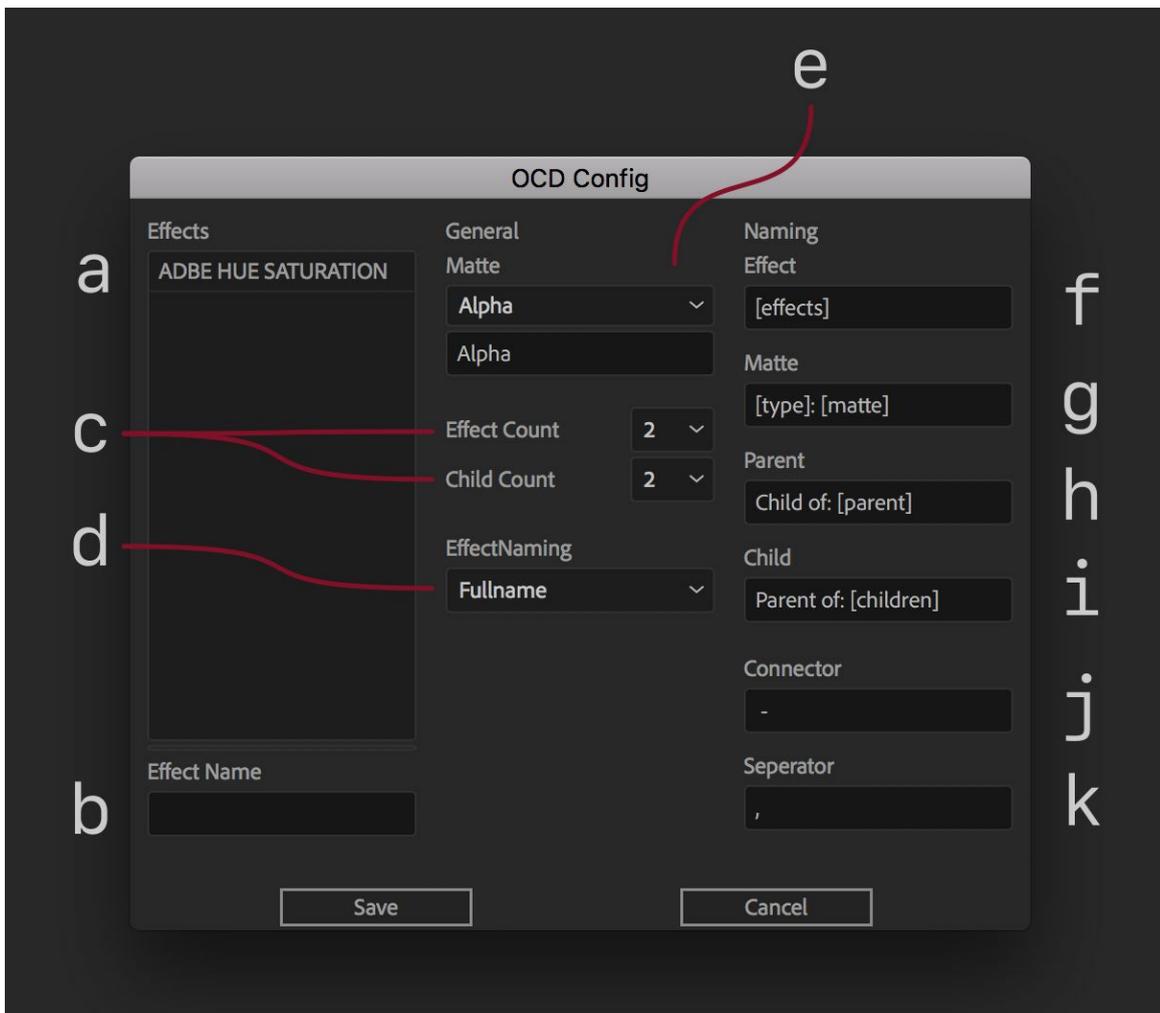


Note that you can use hotkeys to change the replace mode. Holding control (command on mac) and renaming will use prefix. Holding alt (option on mac) while renaming will use suffix.

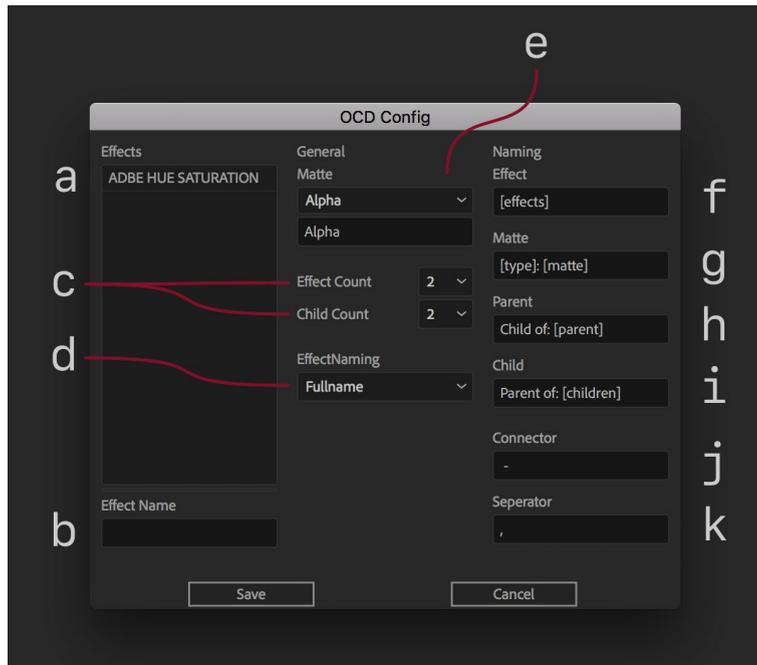
When renaming, make sure the UI is set to *Layer Name* and not *Source Name*, otherwise AE will simply display the source name. Correct behaviour shown below:



The preferences menu allows you to customise how layers are named.



- a) These are effect aliases that allow you to rename effects to whatever you choose. Shift clicking on the settings button whilst selecting one or more effects will place them in this menu. Choose the name for each in b. Make sure to click save for your renaming preferences to be enabled.
- b) Rename effects here.



- c) This sets the maximum effects or children that will be placed in the layer name. For example, if you have 10 individual effects applied to a layer but this setting is set to 2, the layer will be renamed based on the first two unique effects. This works the same for children.
- d) This applies only to renaming based on effects. Choose from using the effects full name, first four letters, or initials. *Note this only applies to effects that haven't been custom renamed in sections a & b.*
- e) When renaming based on mattes you can customise the names for each type of matte. For example, rename "Alpha Inverted" to "A inv".
- f) F, G, H, I all allow you to customise naming based on [tokens], which are inside square brackets. For example if you simply wanted to create a suffix for all children but didn't want to include the parent, change "Child of: [parent]" to "Child:", then child layers will be renamed to "Child: Layer Name".
- j) Customise the connectors when renaming using prefix or suffix
- k) Customise the separators between multiple effect or children names.

Thank you for purchasing OCD Renamer, if you have any questions, concerns, comments or considerations please feel free to email us at hello@plugineverything.com, tweet us at [@plug_everything](https://twitter.com/plug_everything) or submit a support ticket through aescripts.com.



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v1.1.6 - 2020 / 05 / 22

- + Fixed startup crashing on some devices due to aescrpts plugin settings storage
- + Fixed various bugs to do with crashing or settings issues
- Removed the need for separate versions for CS6 and CC, plugin will automatically detect version and adapt Icons to render correctly

Thanks to Rafal Szymanski for helping me debug this version

v1.1.6b - 2020 / 06 / 01

- + Fixed JSON parse issue