
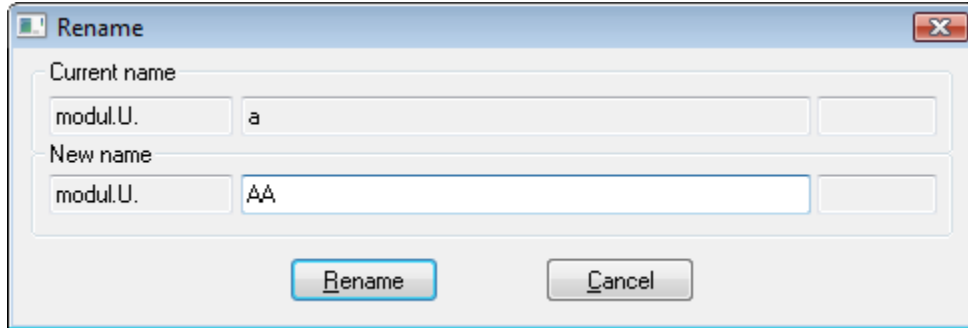


Rename object

Rename the object

The process [D2000 CNF](#) allows to rename any object of D2000 system. Selecting an object (objects) and clicking the icon  in the [selection window](#) opens the following dialog box. Selecting several objects in the [selection window](#) opens this dialog box for each of the selected objects (the dialog boxes will be placed one above the others).



The image shows a 'Rename' dialog box with a title bar containing a standard window icon and a close button (X). The dialog has two main sections. The first section is labeled 'Current name' and contains a text input field with 'modul.U.' and a disabled text input field with 'a'. The second section is labeled 'New name' and contains a text input field with 'modul.U.' and an active text input field with 'AA'. At the bottom of the dialog are two buttons: 'Rename' and 'Cancel'.

Current name

Object name which is to be renamed.

New name

New name of the selected object (input box **Current name**). You can change just the middle part of the name, and so you can not change prefix and suffix of object name (input boxes are disabled).

To rename the object to a new name typed in the input box **New name**, click the button **Rename**.

Note 1: In case that the object name of [Application module](#) type is changed the prefix of name of its member objects will be automatically updated, too.