
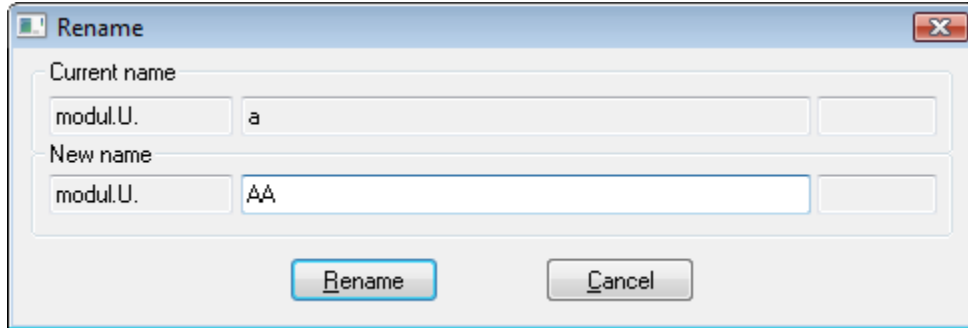


# Rename object

## 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 screenshot shows a 'Rename' dialog box with the following fields and buttons:

- Current name:** A disabled text box containing 'modul.U.' and an active text box containing 'a'.
- New name:** A disabled text box containing 'modul.U.' and an active text box containing 'AA'.
- Buttons:** 'Rename' and 'Cancel' buttons at the bottom.

### 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.