



**KRename – The batch renamer for KDE**

**Version 3.0.12**

# KRename

The free batch renamer

A short introduction  
to KRename



## KRename – The batch renamer for KDE

**Version 3.0.12**

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## 1) Introduction

### 1.1) What is KRename?

KRename is a batch renamer, or mass renamer as it is called by a few people, for KDE. A batch renamer takes a list of files and renames them all at once using a given set of expressions. KRename has lots of features to make renaming easier.

First of all there is the powerful graphical user interface (GUI) with two GUI modes: 'wizard mode' is for first-time KRename users who only want to do simple tasks; 'tabbed mode' shows the full power of KRename and allows you to do almost everything with your filenames. But there is much more than just the GUI. KRename supports all of the great KDE technologies, like KIO-Slaves, which allow to rename files almost everywhere (on ftp:// servers, over fish:// or on smb:// shares); DCOP, giving you easy scripting access to KRename; and the powerful KDE file plugins. Thanks to the file plugins of KDE, KRename can access information, such as the interpret of a mp3 or ogg file or the creation date of a jpeg image.

And of course there is support for simple stuff like converting a filename from upper case to lower case, adding to a number to a filename or doing simple find and replace on filenames.

Finally, KRename comes with an undo function so that you do not break anything while playing with the program.

### 1.2) How much does it cost?

KRename is free software (as in speech) licensed under the GNU GPL license. The GNU GPL license is included in the file COPYING which is distributed along with KRename and can also be read online at <http://www.gnu.org/copyleft/gpl.html>.

### 1.3) Where can I get it?

The best way to get KRename is the internet. Take a look on our webpage <http://www.krename.net> to download KRename in source or binary form. Our webpage offers also a screenshot gallery, a complete feature list and a support forum where you can post your questions. KRename is also included in many Linux distributions already. SuSE for examples includes it on its CDs, and Gentoo Linux has it in portage (try: emerge krename).

### 1.4) I need help. Whom can I ask?

We offer different ways of support. Please choose one of them to get in touch with us:

- For support reasons we are offering a mailing list. So, if you are using KRename a lot, we strongly recommend joining the mailing list. To join the list, please visit: <http://lists.sourceforge.net/lists/listinfo/krename-users> and add your email address. After that you will get a confirmation mail, which you have simply to reply. Once done it, you are member of the KRename mailing list. (low traffic). All messages send to [krename-users@lists.sourceforge.net](mailto:krename-users@lists.sourceforge.net) will be send to all list members. We will try to answer you as soon as possible (normally within the next 8 hours). For regular users or if you want better informations and contact, please join the mailing list of KRename. The traffic is quite low, between 2 mails a week and 20 mails a day. We strongly recommend this for all frequent users of KRename!



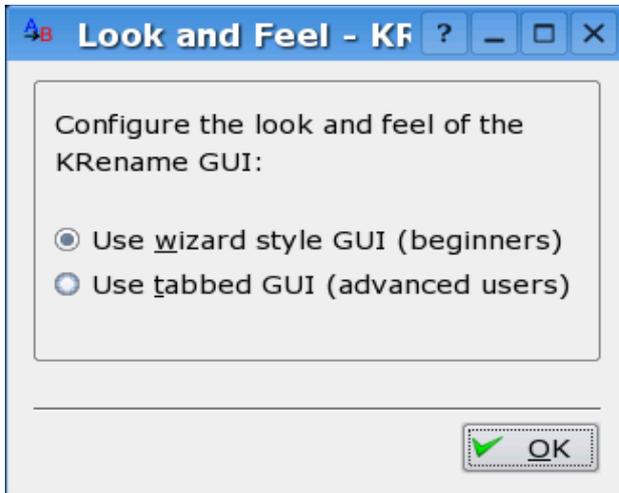
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- If you don't want to join the mailing list, you can use the same address to send us mails: please use [krename-users@lists.sourceforge.net](mailto:krename-users@lists.sourceforge.net) for enquiries and feedback.
- We also provide a forum, where you can ask questions or discuss with us and other users. Please visit <http://www.kbarcode.net/forum>
- We are have an IRC support channel. So, if you are familiar with IRC, please connect to the server `irc.freenode.net` and join the `#kbarcode` channel to get support for KRename.

## 2) Using KRename

### 2.1) The first start



This dialog will pop up after you start your freshly installed KRename for the first time. This is the only question you will be asked on the first start. You have to decide whether to use the GUI mode for beginners or the advanced mode, which has lots of options but is therefore very powerful.

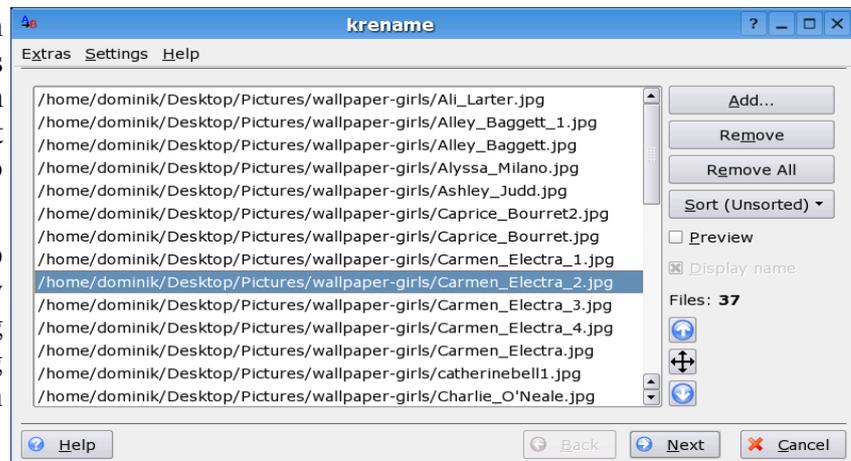
You can still change the GUI mode later in the preferences (click on the *Settings* menu item, then *Configure KRename...* and switch to the other mode in *Look and Feel*).

This manual provides an introduction to both modes.

### 2.2) Adding files

Regardless whether you are in beginners or advanced users mode, you'll see this page. On this page you have to do the first step: add the files you want to rename.

You can either drag and drop them from a Konqueror window into KRename or by just pressing the *Add...* button. In the following dialog you can select files like in every other KDE application, too.



Another way to add files to

KRename is to select a bunch of files in Konqueror and select from the context menu *Actions* -> *Rename with KRename*. If you are using Krusader, you can use KRename in a similar way as KRename is also integrated into Krusader.

You will notice some new options on the bottom of the dialog though. These are interesting when you have selected one (or more) directories by dragging a frame with your mouse around the directory icons in the dialog. If you select the *Add sub directories recursively* option, all the contents of directories in the selected directory will be added, too. If *Add directory names only* is selected, only the directories itself are added to the list and not there contents. This option is interesting if you want to rename your directory structure.

### 2.2.1) File Previews

This page also offers a nice preview of the files in the list. KRename uses KDE's preview system to generate the thumbnails. You can configure the size of the thumbnails in the preferences dialog. Generating previews for many files can take some time, so you should only use it for small amounts of files. The preview is of course very useful for images. Images can be sorted for example easier if you see what picture is in which image file.

If KRename or KDE can't generate a preview for a certain file type, the default icon for this mime type is used.

### 2.2.2) Sorting Files

The first page is also the place to sort your files. Sorting your files is important if you want to add a number to the filename later in the renaming process. KRename offers several ways to sort your files, and more will be added in the future.

- Sort: Unsorted

The files are not sorted, i.e. they are left in the order as they were added by the user. You can change the order manually by using the up and down arrows or by using the crosshair cursor. Click on the crosshair cursor button (the button between the two arrows), select a file, and click on the location you want to move it.

- Sort: Ascending

Files are sorted lexically ascending.

- Sort: Descending

The opposite of ascending. All your files will be sorted lexically descending.

- Sort: Random

All files will be mixed and brought into a random order. I use this feature a lot when I copy files to my MP3 player. I randomize the list of files using KRename before I copy them onto the player, so that I can hear my music in random order.

- Sort: Numeric

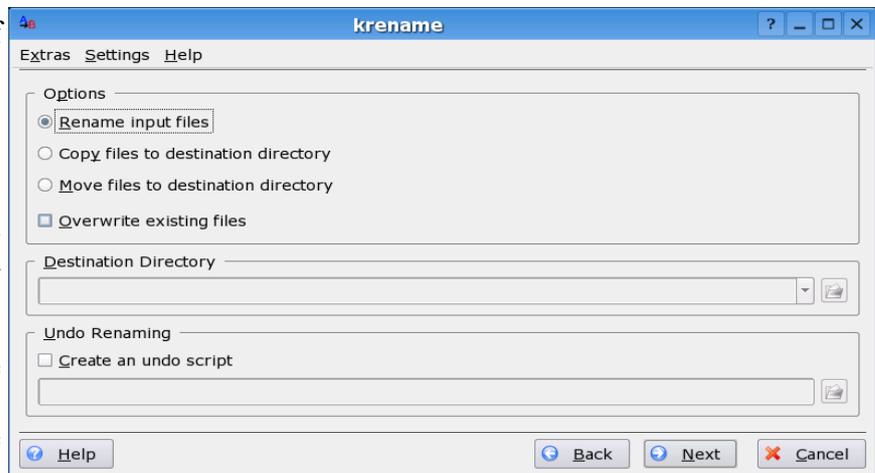
Files are sorted lexically ascending using this option. If filenames are identical and differ only in a number somewhere in the filename, KRename won't sort the files lexically, but compare the numbers in both filenames and move the name with the smaller number upwards. One often has files named: file1.jpg, file2.jpg, file10.jpg. If you use *Sort: Ascending* the files will be ordered file1.jpg, file10.jpg, file2.jpg. *Sort: Numeric* will keep the files sorted by the number in the filename: file1.jpg, file2.jpg, file10.jpg.

## 2.3) Rename, Copy or Move?

The second step (in both beginners' and advanced modes) is to choose whether your files should be just renamed; renamed and moved to a new directory; or copied and renamed to a new directory. The third option is the safest, because it just modifies the names of the copied files. If something goes wrong, you can just delete the copied files and try again with the originals.

By default KRename will never overwrite existing files. Only if the option on this page is checked existing files will be overwritten.

The last option you have on this page is the option to create an undo script. An undo script is a normal bash script that will undo the renaming operation. You can either execute the script from your command line (you have to pass the `--krename` option so that the script works)



or by using KRename's easy-to-use GUI for this task: *Extras -> Undo old renaming operation...*. Be careful with this option, as it cannot be used to undo renaming of remote files. The instant undo, which is always active, is able to undo remote file renaming!

If you are using KRename in the advanced mode, you will also have the option to create symbolic links to the input files in a separate directory. Creating symbolic links works like the copy option, except that files are not copied but linked. Of course this works only if the target file system supports symbolic links. This will not work on your Windows partition.

## 2.4) Plugins

If you are using the beginners' mode, you can jump straight to the next chapter as this information is only important for the advanced mode. The plugin page is omitted in the beginners' mode, as it adds some complexity and is not necessary for most tasks. Even though the plugin page is missing in beginners' mode, plugins like the mp3 plugin do work in beginners' mode!

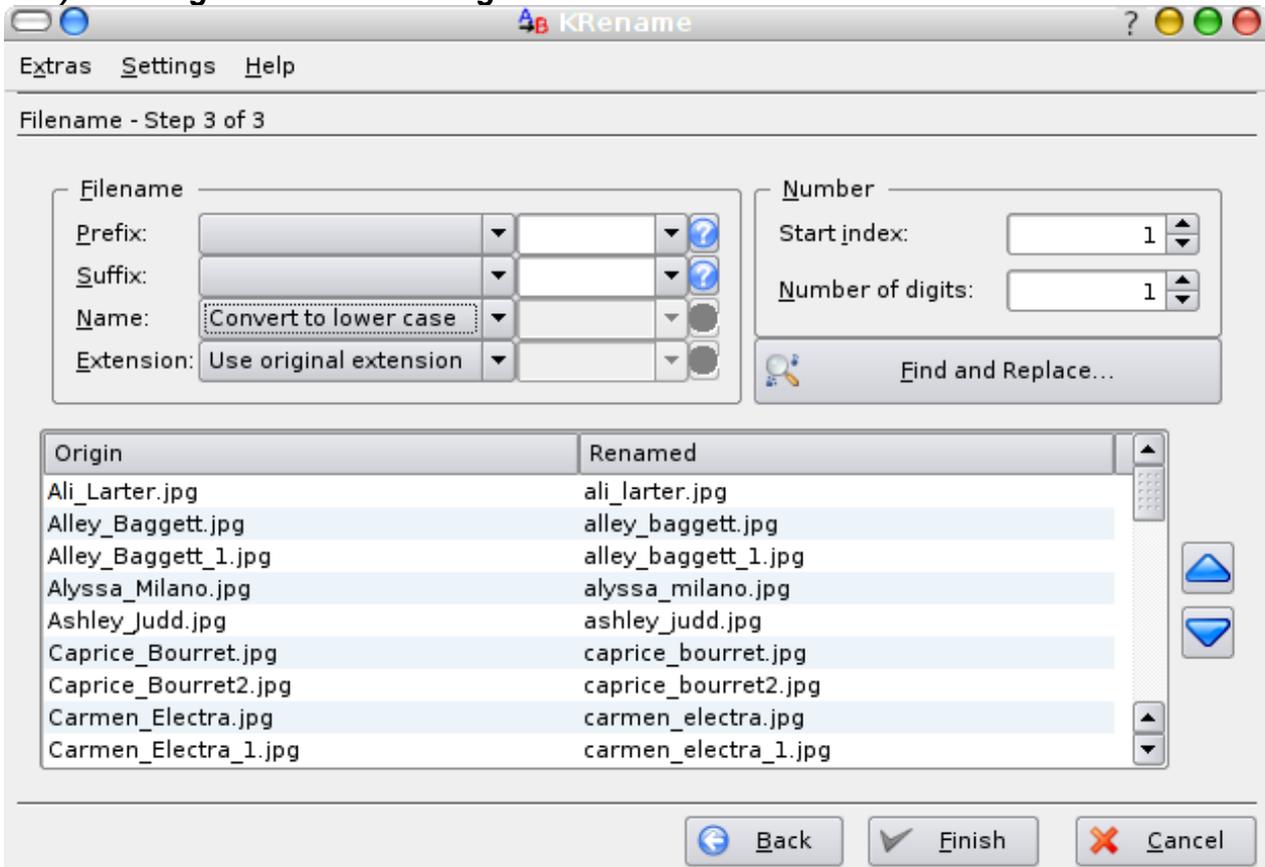
The plugin page in the advanced mode lists all KRename plugins which allow you to change settings. KDE file plugins can be accessed using the *Functions...* button on the filename page of KRename. The plugins on this page allow you, for example, to change the permissions of the files or their modification times during renaming. These plugins are easy to use, since they work the same way as the corresponding Konqueror dialogs.

## 2.5) Building the filename

The last step is to decide on the new filename for your files. This step is different depending on whether you are in advanced mode or beginners' mode. As a result, both modes are described separately below.

You can always switch between beginners' and advanced mode during renaming without losing any data using the preferences dialog (see KRename's settings menu).

### 2.5.1) Building the filename – beginners' mode



The screenshot above shows the beginners' mode of KRename. The dialog is split into two parts. In the top part you can build and set up the filename. In the bottom part you have a real-time preview showing immediately what results you would get when pressing *Finish*.

You can add a prefix and a suffix to every filename. This can either be a fixed text, which is added in the right most field or a number or the current date. You can choose to add a number or date in the drop down list right to the text label saying „Prefix:“ or „Suffix:“. If you decide to add a number, on the right-hand side of the dialog you can set what number the counter will start at and how many digits the number will have. If number of digits is 2, your numbers will be formatted like this: 01, 02, 03, ... 09, 10, 11 ... 100. A value of 4 will result in 0001, 0002 etc.

The important part is now the filename itself. Take a look on the drop-down list beside the „Name:“ label. It has options to leave the filename as it is (and just add the prefix/suffix); to convert it to lower case or upper case; to capitalize it; or to use a custom filename (which may also be no filename at all). In each case the prefix and suffix will be added.

The same options as for the „Name:“ are also available for the „Extension:“. In most cases you will want to leave the extension as it was, though. The file extension is the part of the filename after the last dot. For example in the filename „picture.jpg“, the file extension is „jpg“. The file extension is used on certain operating systems to determine which type of data is in a file. It is of course also useful for humans, as one can also see what kind of data is in a file (jpg would be an image). One thing to note is that the „Suffix“ and „Prefix“ will not be added to the file extension.



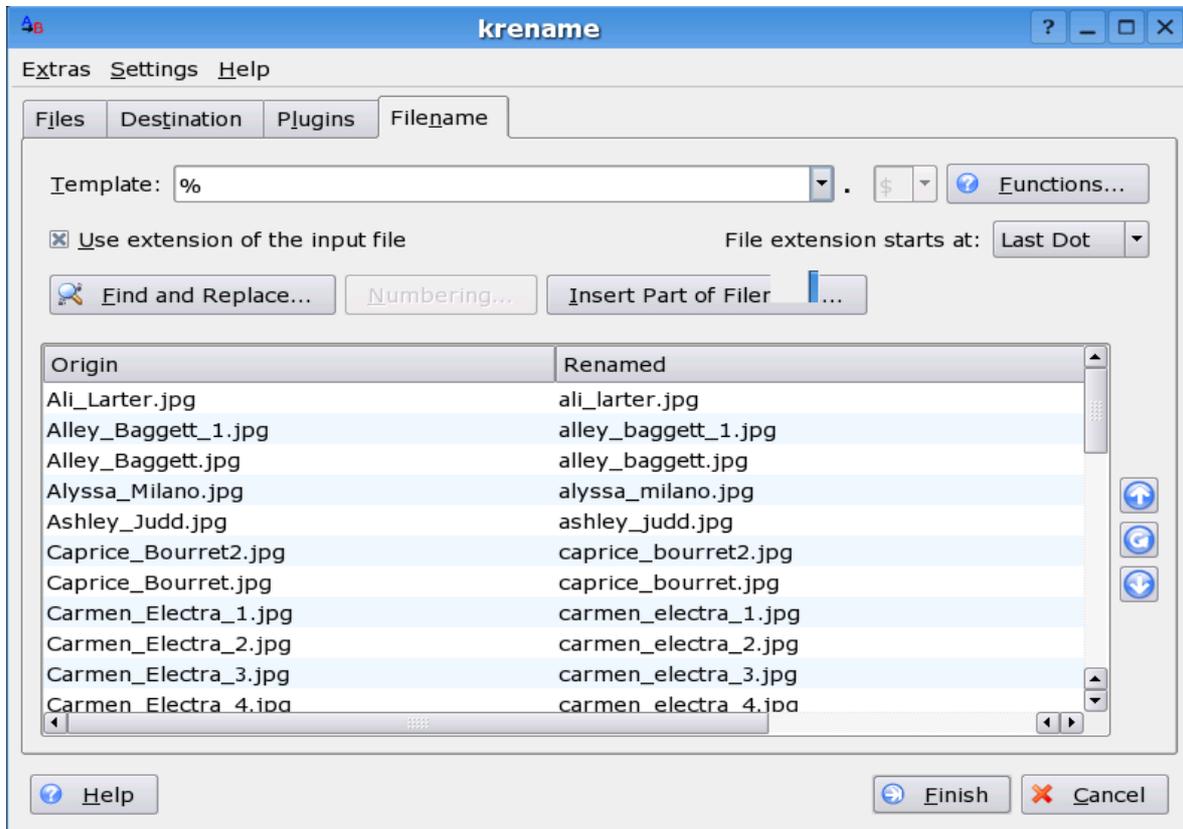
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In the beginners' mode you can also use the KRename commands (tokens), which are used in the advanced mode to create a new filename. Using these tokens you can add the interpret of a mp3 file to the filename. Just enter [mp3artist] into the custom filename field. These tokens are more closely explained in the following part on the advanced mode. To insert a token or to see which tokens are available click on the small question mark right to the filename (suffix/prefix/extension) setting. A dialog will pop up and list all tokens and also allow them to be easily inserted into the filename.

Finally, it is possible to search for strings and remove them or replace them with other strings. This can be done with or without regular expressions. Just press the *Find and Replace...* button to open an easy-to-use dialog.

### 2.5.2) Building the filename – advanced mode



In the advanced mode you can completely create the new filename by entering an expression in the *Template* text field. The text is constructed by plaintext and by certain tokens. Tokens are KRename commands or keywords with a special meaning. All commands or listed in the dialog which pops up when pressing the *Functions...* button.

Of course you will see that the real time preview below is updated immediately as soon as you change the template string.

Unlike the beginners' mode, you can also change the file extension of the file in the advanced mode. By default, KRename will use the extension of the input file, but if you click on the *Use extension of the input file* checkbox you can build the file extension in the same way by using tokens as the normal filename. You might also want to specify from which point the file extension should start. This is useful if you are working with filenames like *mybackup.tar.bz2* or *backup01.05.2004.zip*. In the first case you want the extension to start on the *first dot* (i.e *tar.bz2* is the extension) and in the latter case the extension should start on the *last dot* so that *zip* is used as file extension.

So how is the template built up? It is quite easy: just add a text string and a few tokens. For example: „wallpaper ##“ will result in filenames „wallpaper 01“, „wallpaper 02“ ... „wallpaper“ is not a known KRename token, so KRename will leave it as it is. But the „#“ stands for a number in KRename so it will be processed and replaced by a number. The more #’s you add after each other, the more leading zeros you will get (see number of digits in beginners' mode).

### 2.5.3) Available tokens in KRename

What tokens are available? The table on the next page will give you hopefully some answers:

<i>Token</i>	<i>Description</i>	<i>Example Template</i>	<i>Input filename</i>	<i>Resulting filename</i>
\$	Insert the old filename unmodified	\$	Ali_Larter.jpg	Ali_Larter.jpg
%	Insert the old filename converted to lower case	%	Ali_Larter.jpg	ali_larter.jpg
&	Insert the old filename converted to upper case	&	Ali_Larter.jpg	ALI_LARTER.jpg
*	Insert the old filename capitalized	*	beethoven's symphony.mp3	Beethoven's Symphony.mp3
[x]	Insert the character on position x of the old filename in the new one	[2] file.txt	d4datafile.txt	4 file.txt
[x;y]	Insert y characters of the old filename, starting at position x to the new filename	[3;12]	06Country Roads.mp3	Country Roads.mp3
[x-y]	Insert all characters of the old filename from position x to position y in to the new filename	[7-16]	summer holiday 1.jpg	holiday 1.jpg
\	Inserts the old filename with leading or trailing whitespaces stripped	\	file .dat	file.dat
#	Insert a number into the new filename	\$ ##	picture.png	picture 01.png
[length]	Inserts the length of the original filename into the new one. The interesting thing is that you can subtract numbers from this token: [length-2] and use it in tokens like [x-y]	[7-[length]]	summer holiday 1.jpg	holiday 1.jpg
[dirname]	Inserts the name of the base directory into the new filename	[dirname]_ \$	Ali_Larter.jpg	pictures_Ali_Larter.jpg
[dirname.]	Inserts the name of the base directory's base directory (the more dots you add, the more KRename will go up in the directory tree)	[dirname.]_ %	Ali_Larter.jpg	home_ali_larter.jpg

<i>Token</i>	<i>Description</i>	<i>Example Template</i>	<i>Input filename</i>	<i>Resulting filename</i>
/	Creates a new directory with the name being left to the / and the filename being right	Pictures/## \$	Ali_Larter.jpg	Pictures/01 Ali_Larter.jpg (Pictures is now a directory)

These are the basic and most important tokens of KRename. One special thing to mention about all tokens which are enclosed in brackets [ ] is that you can format them like the filename itself. For example, the & operator, which turns the old filename to upper case, converts the string returned by the keyword in brackets to upper case, too. For example the template „[&1][%2-]“ creates a new filename with the first letter of the filename being upper case and all the others being lower case. Formatting numbers works likewise: if the second character in a filename is a number like „3“ and you use the command [##2] you will get as result the formatted character at position 2: „03“.

Additionally to the main tokens, KRename has tokens which are useful for inserting the current date or similar stuff into the new filename. These are listed in the next table. I did not add an example this time as they are really easy to understand and you can still simply try them out thanks to KRename's real-time preview.

<i>Token</i>	<i>Description</i>
[accessdate]	the last access to the file happened at this date
[creationdate]	the file was created at this date
[modificationdate]	the file was for the last time modified at this date
[user]	the owner of the file
[group]	the group of the file
[date]	the current date
[time]	the current time
[day]	the current day
[month]	the current month
[year]	the current year
[second]	the current seconds
[minute]	the current minutes
[hour]	the current hours

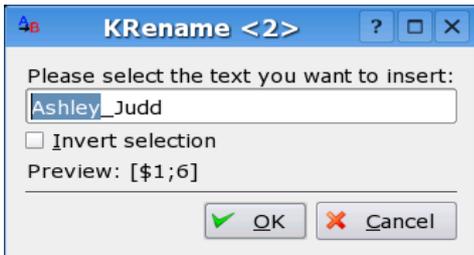
Well that's still not all. All the KDE file plugins have their own tokens, too. I won't list them all here, because there were simply too many of them, and it depends what plugins you have installed on your system. Just take a look on the list of tokens that appears when you press the *Functions...* button. All tokens of file plugins are built up using the same scheme. At first there is a prefix (usually the file extension of the corresponding file type) and then there is the name of the token. For example: [mp3artist], [mp3title] or [jpegCreationDate].

### 2.5.3) Advanced renaming features

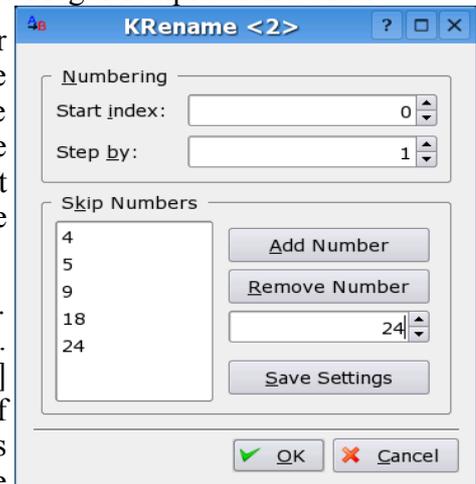
After you have created the template string you might want to do a find and replace operation. For example you could replace all spaces by underscores. The *Find and Replace* button is responsible for this task and pretty straight forward. You can even use regular expressions for find and replace. The regular expressions can be easily built using KDE's graphical regular expressions editor.

Additionally you can configure the behaviour of the counter when you press the *Numbering...* button. The start value can be configured as well as the stepping value (both can also be negative values). Most of the time the defaults will be sufficient. Before you can use this dialog, you have to add at least one # to the template, otherwise the button to open the dialog will be disabled.

The last dialog to mention is the *Insert part of filename...* dialog which is launched using the button with the same name.



Creating tokens like [1;6] involves usually lots of nasty counting of letters and characters to find the correct position. Using this dialog you can just select the region you would like to have inserted as a substring with your mouse and it will be inserted in your template. You can even invert the selection so that everything but the selected text is



added to the new filename.

Now you should be able to create a template and rename files in the advanced mode of KRename. It's time to press *Finish* now and let the renaming begin.

### 2.5.3) Date formatting

The tokens returning a date follow an in-built default format of KRename. This default should be OK for most cases. For the few cases where you need a different format, KRename has a solution. You can append a ; and after the semi colon a free-form string to describe the date format you want. For example [date;yyyy-MM-dd] will result in the date being formatted yyyy-MM-dd (i.e 2005-01-08). But there are not only placeholders for the date, but also for the time. You could for example built a custom [time] token using the date token as follows: [date;hh-mm]. This works currently with the following tokens: [date], [accessdate], [creationdate] and [modificationdate].

The following place holders are supported to describe the date format:

<i>Placeholder</i>	<i>Value</i>
d	the day as number without a leading zero (1-31)
dd	the day as number with a leading zero (01-31)
ddd	the abbreviated localized day name (e.g. 'Mon'..'Sun')
dddd	the long localized day name (e.g. 'Monday'..'Sunday')
M	the month as number without a leading zero (1-12)

<i>Placeholder</i>	<i>Value</i>
MM	the month as number with a leading zero (01-12)
MMM	the abbreviated localized month name (e.g. 'Jan'..'Dec')
MMMM	the long localized month name (e.g. 'January'..'December')
yy	the year as two digit number (00-99)
yyyy	the year as four digit number (1752-8000)
h	the hour without a leading zero (0..23 or 1..12 if AM/PM display)
hh	the hour with a leading zero (00..23 or 01..12 if AM/PM display)
m	the minute without a leading zero (0..59)
mm	the minute with a leading zero (00..59)
s	the second without a leading zero (0..59)
ss	the second with a leading zero (00..59)
z	the milliseconds without leading zeroes (0..999)
zzz	the milliseconds with leading zeroes (000..999)
AP	use AM/PM display. AP will be replaced by either "AM" or "PM".
ap	use am/pm display. ap will be replaced by either "am" or "pm".

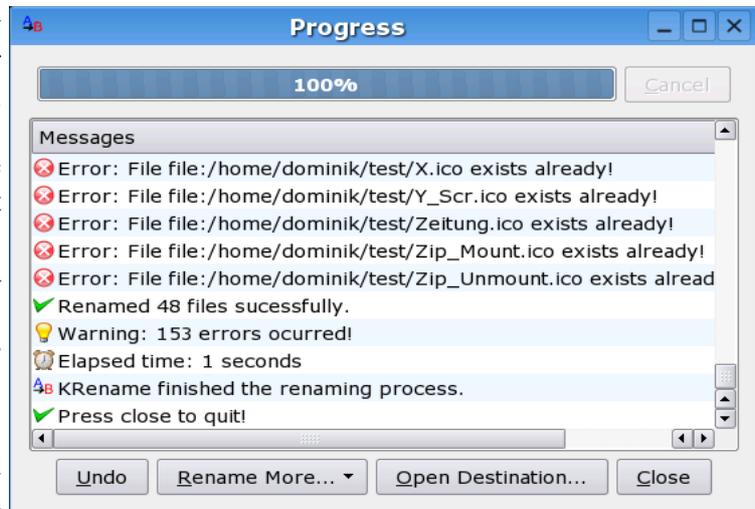
## 2.6) Renaming completed

After renaming is completed, you will see a dialog like the one below (hopefully without the error messages). The dialog shows which errors did occur (if any) and how many files were renamed successfully. In this case I got some errors because the files I tried to rename would overwrite other files and KRename does not overwrite existing files by default.

You can instantly undo the operation by pressing *Undo*. This even works for remote files, in contrast to the undo shell script. But as soon as you close this dialog, KRename will quit and the option to undo will be lost. The instant undo button in this dialog will be disabled if decided to copy your files to a new location or to create symbolic links (advanced mode only), as undoing is as easy as deleting all copied files.

*Rename More...* allows you to rename either all files again or just the processed or unprocessed ones. You can also start a fresh instance of KRename from there.

*Open Destination...* opens the destination directory in Konqueror so that you can see the results in the file manager.



## 2.7) Commandline switches

KRename can be completely controlled from the commandline, which makes it a powerful tool that can be used even from shell scripts. Using KRename's commandline options you can easily automate common renaming tasks.

<i>Commandline switch</i>	<i>Explanation</i>
-r [directory]	Adds the directory [directory] recursively to KRename
--template [template]	Sets [template] as template for renaming as you would to in the advanced mode
--extension [template]	Set a template with with the extension is renamed
--copy [directory]	Copy all renamed files to [directory]
--move [directory]	Move all files during renaming to [directory]
--profile [profile]	Load all options for renaming from the profile named [profile]
--start	Start immediately to rename files with the selected settings

These few switches give you the complete controll over the renaming process.

```
$ krename -r ~/Pictures/ --copy ~/numbered/ --template "pic###" --start
```

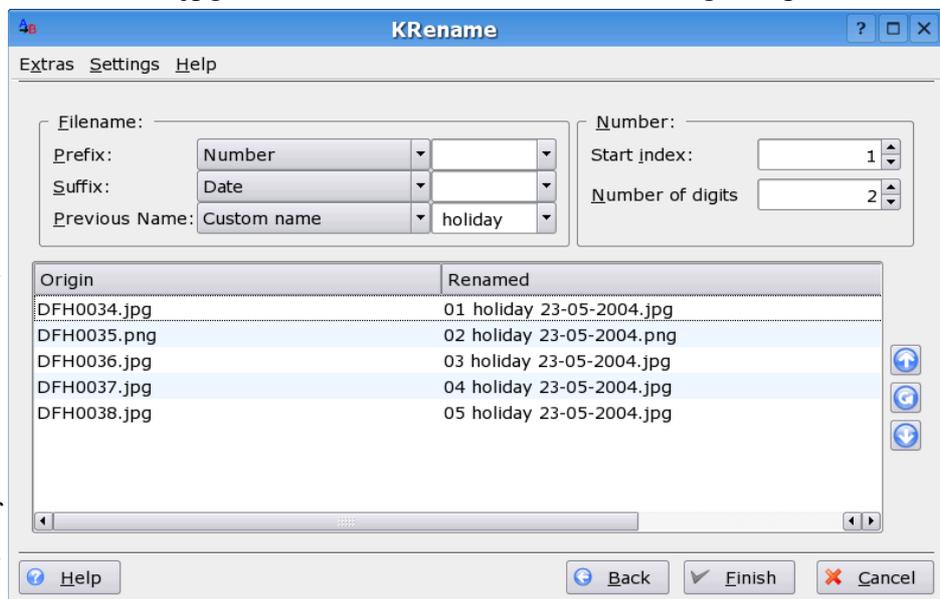
This command renames all files from the directory Pictures/ using the template "pic###" and copies them into the directory numbered/.

### 3) Examples

This chapter contains some examples for specific use cases of KRename, like the renaming of freshly, legally downloaded mp3 files or the renaming of your photo collection. You can try these examples at home and they surely will help you to better understand KRename. The heading of each paragraph says whether the example is for beginners' or advanced mode or for both. (The initial step of adding files to KRename is omitted because it is easy enough not to require repeating here).

#### 3.1) Sorting your picture collection – beginners' mode

If you copy the images from your digital camera they have often ugly names like DFH0034.jpg. Maybe you want to give them a better name with KRename. We want the files to be named „NUMBER holiday CURRENTDATE.jpg“ where number and currentdate get replaced. The screenshot shows how we have to set the different options. First we have to add the number at the beginning. Therefore we are setting prefix to „Number“. Afterwards we are going to append today's date by setting the suffix to „Date“. Now we have to switch previous name to „Custom Name“ and enter „ holiday “ text field. You might also want to increase number of digits to get „01“ instead of plain „1“ which looks better if you have more than 10 images. In advanced mode you would use „## holiday [date]“ as template to achieve the same



#### 3.2) Capitalizing some files – beginners' mode

Easy: just set previous name to „Capitalize“ and the job is done. But what if you want to strip the first two characters from filename at the same time? You have to set previous name to „Custom name“ and use the tokens one would use in advanced mode. In this case you would use [\*2-[length]] to strip the first two characters and capitalize the rest.

### 3.3) Converting filenames to lower case – advanced mode

You got lots of files from a Windows system and all filenames are in upper case? Those filenames are just ugly aren't they? Well, this is an easy task for KRename. Just set the template for the filename to %. That's not all though. If you take a look at the real time preview, you will see that the file extension is still in upper case. But we can solve this problem, too. Uncheck the checkbox *Use file extension of the input file* and enter also a % in the now enabled template field for the extension. And that is all. Press *Finish* now.

### 3.4) Renaming your mp3 collection – advanced mode

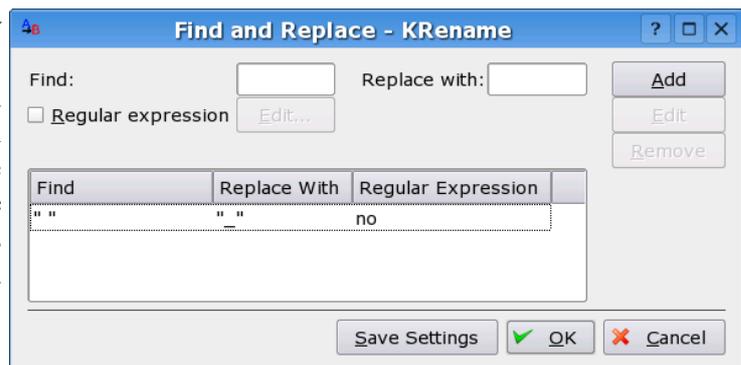
We want all our mp3 (or ogg) files to have names formatted like this NUMBER INTERPRET – TITLE and every album should get its own directory named INTERPRET – ALBUM. We assume that all your files are tagged properly. The template we use is quite simple, because the MP3-Info plugin provided everything we need.

If the mp3 plugin is missing on your system, you have to install the KDE multimedia package. Some distributions (especially Red Hat) have removed mp3 support completely from their distributions so you will have to compile KDE multimedia from source or get binary packages from some other source.

The template looks like this: „[\*mp3Artist] - [\*mp3Album]/[##mp3Tracknumber] [\*mp3Artist] - [\*mp3Title]“. To ensure that everything is capitalized correctly, I added a \* in front of all tokens representing a text value. In front of [mp3Tracknumber] I added two #'s so that numbers are formatted like „02“. The / creates a directory for every new artist and album. So we have two parts here, the first in front of the slash is only responsible to create the new directory and place the files in it. The part behind the slash is the filename to which the files get renamed.

### 3.5) Replacing spaces with underscores – advanced mode

The template for this operation is very easy. We use just the old filename, therefore the template is \$. Now we need KRename's find and replace function. Open the find and replace dialog and add in the find field a single space and in the replace with field an underscore (\_). Now press *Add* and *OK*. In the preview you should see now all spaces in your filenames replaced by underscores.





### 4) Support us!

KRename is an open source project completely created by volunteers. As a reason we can always need your help. This does not mean that you should be Linux wizard or computer expert. You can help us with:

- Reporting bugs you found
- Sending in your feature requests to improve KRename
- Giving feedback on how you used or how you are using KRename
- Writing new or improving existing documentation
- Translating KRename in your native language and making it therefore easier to use for people who are not that good in English
- Translating the KRename documentation in your native language
- Creating RPM files for your distribution so that KRename is easier to install (most people do not like to compile source codes)
- Advertize KRename to your friends (or open source in general)
- You can also donate some money to the PayPal Account of Dominik (the programmer) if you are satisfied with KRename

### 5) Thanks to:

KRename is realised and created by:

**Programmer:** Dominik Seichter <domseichter@web.de>

**Project manager:** Stefan Onken <stonki@stonki.de>

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