

Disguise D3

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Operating Rename Tables

What Are Rename Tables?

Rename tables are a feature from Disguise which allow for the dynamic changing of content throughout a show file, without having to have multiple show files.

Why Rename Tables?

The most common use for Rename Tables is to allow easy swapping of cast member images/videos to allow for understudies and illness.

How To Make Changes

The description below will describe the standard process for swapping content in the case an understudy is going on for a character. Some uses of Rename Tables may not be exactly like this, and we would advise you check with your programmer or system engineer if you're unsure.

- Find out from relevant persons that an understudy is on who needs the content for their character replacing.
- In d3, right click the d3 icon in the top left to open the main menu.
- Left click the "Edit Rename Table" button.
- Underneath "Replacements" you should have a list of Characters and then their corresponding Actor names, you can use left click to change the drop downs on each of these characters to the correct Actor.
- All actor names will be displayed as options for all characters, just because they are an option doesn't mean the content exists.
- Check some of the content which is Actor specific has been changed.

For more information about how Rename Tables work and how to set them up, check out this [article about Setting Up Rename Tables](#).

Setting Up Rename Tables

Enabling per showfile

As a “non-default” feature, this option has to be manually added to the project settings.

- Project Settings
- Scroll to bottom
- New Field
- isRenameTableEnabled
- Check the checkbox
- Ok

Setting up the tables

- Open project folder
- Objects
- New “Tables” folder
- New “Search” file with search terms
- New “Replace” file with replace terms

Preparing the content

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"Replace" can be clicked from the "Session" panel