

A: If you're desperate to make use of this, instead of replacing the "name" of the file with the new "Key" you can simply rename the "Name" from the line with "Name" to "Keyr". In your case the line would be: ini = FindMatch(L"Keyr (.*)", UpdateItem); Also, you don't need the second if statement at the end. All the matches will be within each other. Your code becomes: int iMatch0 = FindMatch(L"Name (.*)", UpdateItem); int iMatch1 = FindMatch(L"Filename (.*)", UpdateItem); if (iMatch0 > -1) { ini = FindMatch(L"Keyr (.*)", UpdateItem); //above this line could also use ReplaceString() if (ini > -1) { SetFileName(0, iMatch0); SetFileName(1, iMatch1); } } A: Your script does not work right now. Name and Filename are not keywords and also you have a space in the Filename search. Try to remove any spaces from the Filename and Name keywords; const Name = 'Name'; Filename = 'Filename'; Keyr = 'Keyr'; ini = FindMatch(L"Keyr (.*)", UpdateItem); A: SlySoft has a utility called "FindMatch". It does not take your input as an array. Even though it does sound like it should. It takes your input as one string. The function is in the "SlySoft.Utility" folder that you need to add to your project. The other related functions

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