

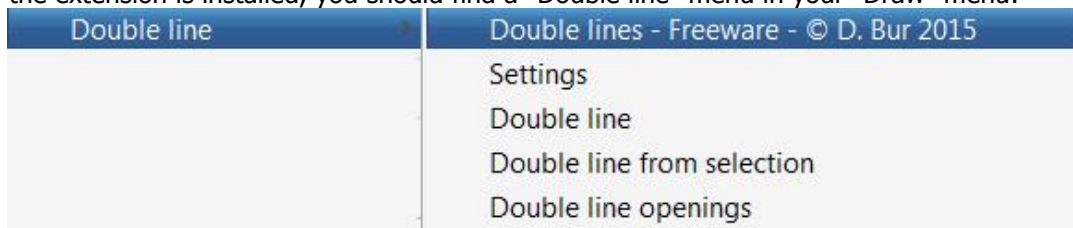
Double Line v1.0.0 for SketchUp 2013 and higher (Free and Pro)

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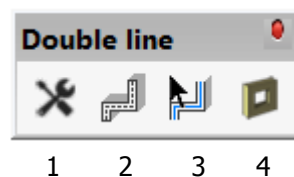
This extension is intended to draw double lines (walls footprints), like the famous "dline.lsp" Autolisp routine in Autocad, in 2D or 3D. Although it doesn't have all its features, you can draw wall bases, extrude them in one go, and also quickly draw openings.

1. Menu and toolbar:

Once the extension is installed, you should find a "Double line" menu in your "Draw" menu:



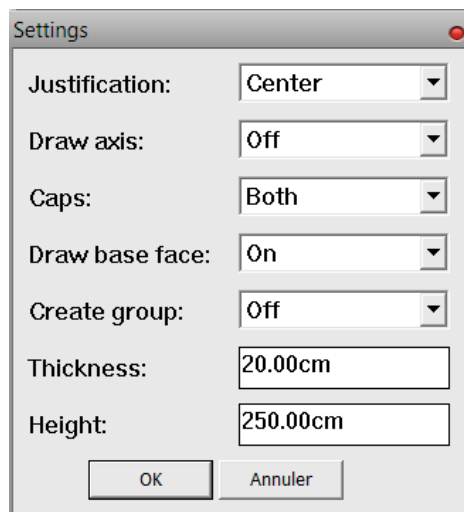
If you cannot see the toolbar, click on the "View" menu and select "Toolbars". Check the "Double line" item:



- 1: Extension settings
- 2: Draw double lines from points
- 3: Draw double lines from a selection of objects
- 4: Draw openings in 3D walls

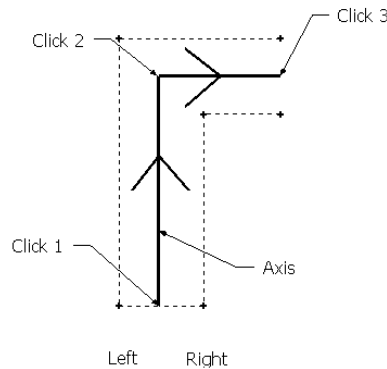
2. Settings:

Click on the icon #1, the below dialog box is displayed, and lets you choose the parameters (here are the default settings):



Justification:

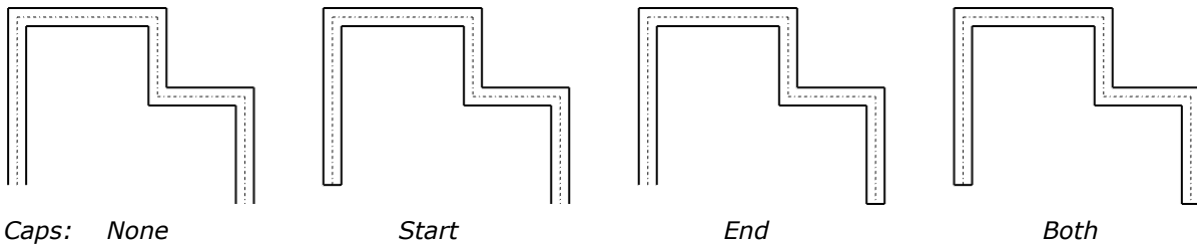
Select "Left", "Center", or "Right": draws the double lines respectively on the left side, centered, or on the right side of your clicks, as seen along the path of your clicks:

**Draw axis:**

Select "On" or "Off": the axis will be drawn or not, as guide lines.

Caps:

Select "None", "Start", "End", "Both": draws the closing lines at starting point and/or ending point, or no closing lines for "None":

**Draw base face:**

Select "On" or "Off": if "On", the final footprint is filled with a face. Face is drawn even if caps are not set to "Both". If height is set to 0cm, this will end up with a "flat" wall.

Create group:

Select "On" or "Off": if "On", all entities drawn are put in a named group, else all entities are drawn at the model level.



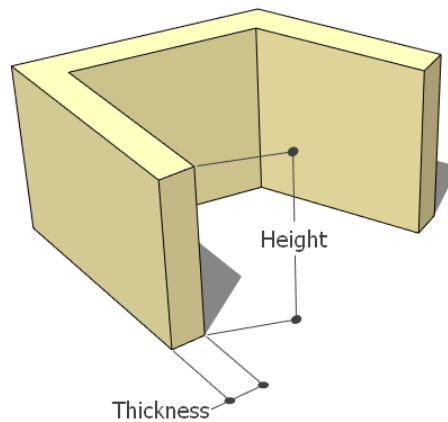
Double line group as seen in the outliner

Thickness:

Enter the distance between the parallel lines. Thickness is reset to 20cm if set to zero or if this field is left blank. A negative thickness will be set to positive.

Height:

Enter the height for the 3D double lines (wall). You can set it to zero or leave this field blank to get a flat wall. Height can be negative.

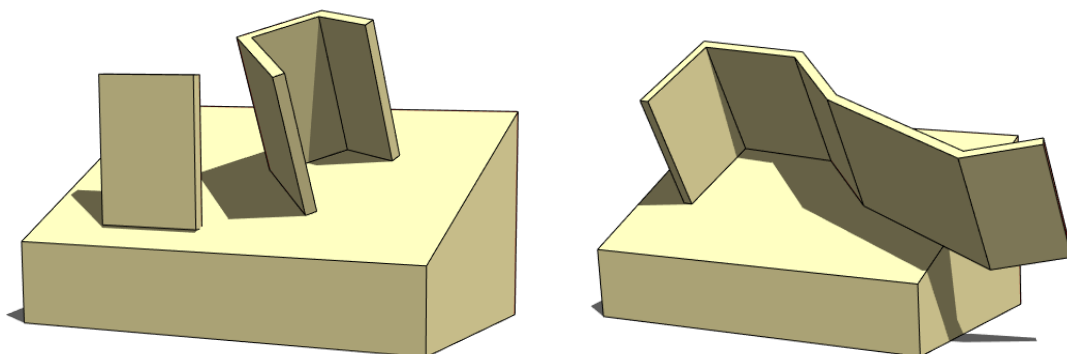


Once the parameters are set, they will apply as long as you don't modify them.

3. Double lines from points:

- Click on the icon #2, click a first point, then as much points as needed. Inference is available hitting the Shift key. Collinear segments are not supported.
- You can enter a length in the VCB, from last point picked, in the direction of the cursor.
- Hit Escape at any time to cancel.
- Hit Return at any time to stop and draw the wall. You are then ready to click a new series of points.
- Double click at any time to close the shape (of course at least two wall segments are needed to do this).
- Select another tool or hit Escape when done.

Single wall segments will always be vertical, no matter where or on which face they are drawn. Else the normal of the wall base will always be the perpendicular vector to the 3 first points. Once you have picked 3 points, all next points will be projected on the plane defined by the 3 first points.

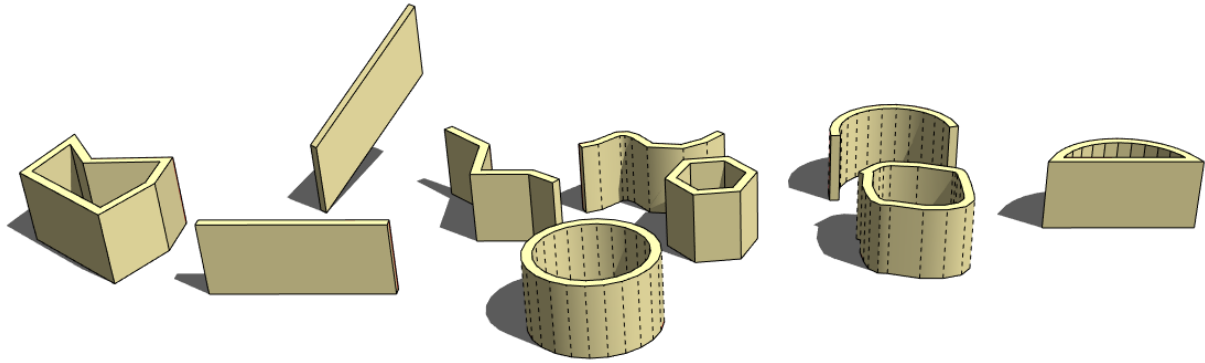


3. Double lines from a selection of objects:

Select one or more objects, and click on icon #3.

Valid objects: lonely edges, connected edges (closed or not), curves (closed or not), arcs, circles, polygons.

Other objects will be ignored. Objects must be planar. Connected edges with X, T or Y branching are ignored. Intersecting edges or curves can lead to strange results, as well as connected edges that bound a face.



4. Openings:

Click on icon #4 and move the cursor over faces. Only valid faces are outlined in green. Click on as many valid faces as needed to create the openings.

Faces that are in groups or components are also valid.

