

Double Line Tool for SketchUp v5 and higher (Free and Pro)

D. Bur, September 2008

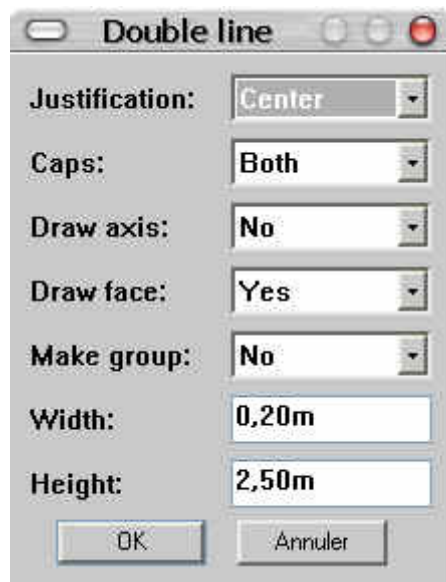
This script is intended to draw double lines, like the famous "dline.lsp" Autolisp routine in Autocad. Although it doesn't have all its features, you can draw wall bases, extrude them in one go and in 3D.

1. Installation:

Put the file "dline.rb" in your Plugins folder. Restart SketchUp. You should find a "Double line" item in your "Draw" menu.

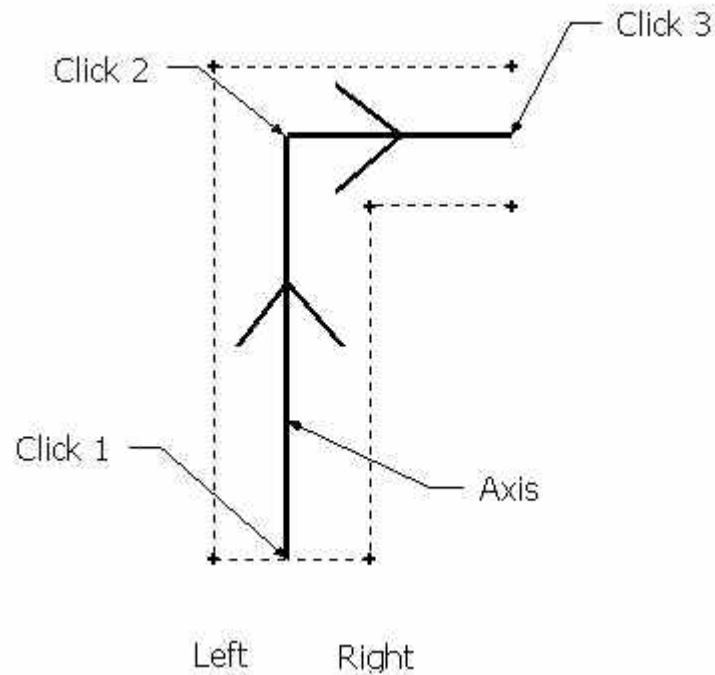
2. Usage:

- Select "Double line" from the "Draw" menu.
- The following dialog box is displayed, and lets you enter the parameters:



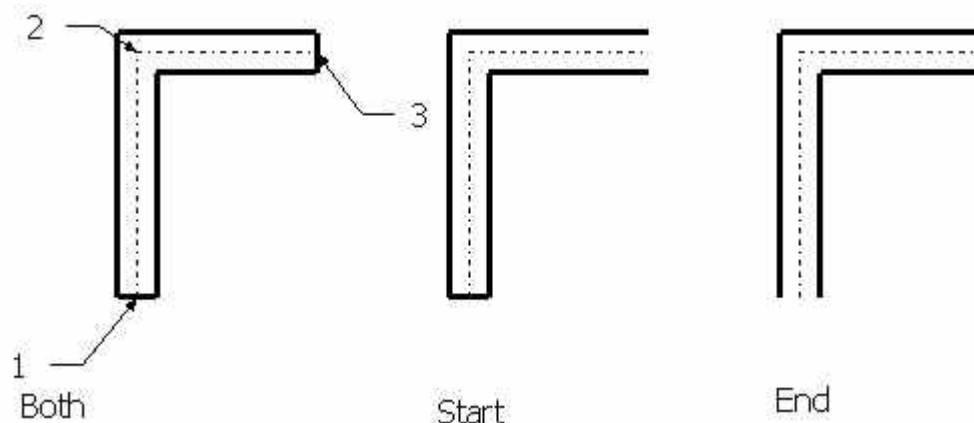
Justification:

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



Caps:

Select "Both", "Start", "End": draws respectively the width closing lines at starting point and ending point, only at starting, only at end:



Draw axis:

Select "Yes" or "No": The axis is drawn or not, as construction lines.

Draw face:

Select "Yes" or "No": if "Yes", the final footprint is filled with a face. Face is drawn unless "Both" caps is selected.

Make group:

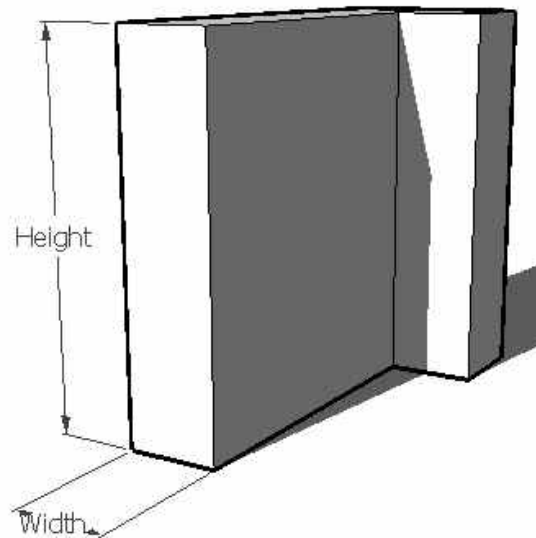
Select "Yes" or "No": if "Yes", all entities drawn are grouped, else all entities are draw at the model level.

Width:

Enter the total width between the parallel lines. Width is reset to 0.2m if set to zero or if this field is left blank.

Height:

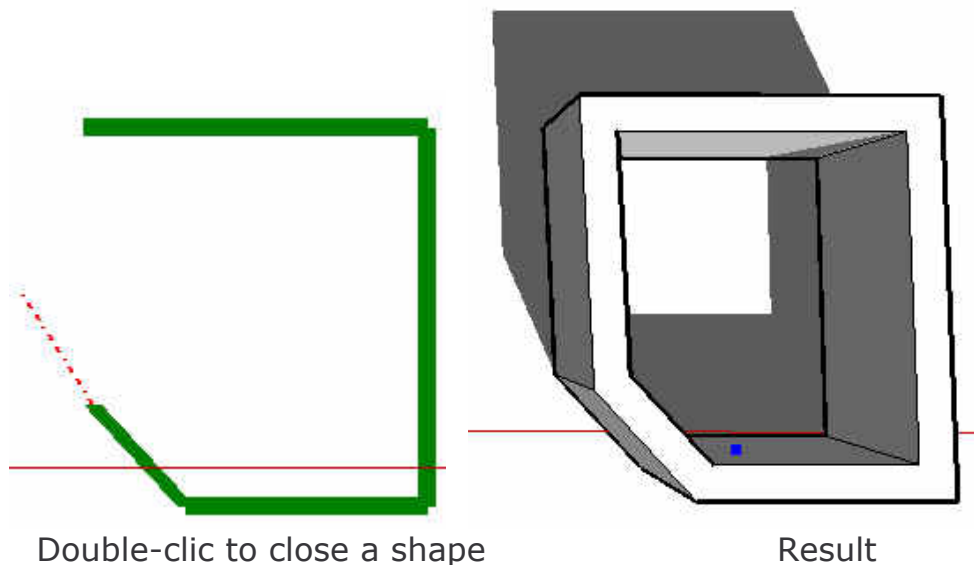
Enter the total height for the double lines (wall). You can set it to zero or leave this field blank to get a flat wall.



Once the parameters are set, click a first point to define the starting point of the first segment, then a second point. Inference is available with the Shift key.

See the status bar: you are prompted to enter the next point. You can do this either by clicking a point, or enter a length in the VCB.

Once two points have been clicked, you can hit the "Enter" key to draw the wall and be ready for next wall without exiting the tool. You can also hit the "Escape" key to abort and exit the tool, or double-click to close the shape. In this case you'll get a "room" enclosed in walls.



If you want a multi-segment wall, continue clicking points or entering lengths in the VCB. The axis is drawn in a green color and the current segment in dashed red color. The greater the width, the thicker the axis.



Final notes: the script works in 3D (you can draw a wall on a non horizontal plane) as soon as you enter at least 3 points (necessary to define the plane of the wall base), or if you click the first point on an existing face.

When drawing on existing faces, it is a good idea to create a group with the face you want to draw on.

Clicking points clockwise on a face will raise the wall the normal way, clicking counter-clockwise will raise the wall in the opposite direction:

