

GML FIX FOR SU 7.1

(use graphic conversion utility) and =====

Save GMLtexturizer.bmp as GMLtexturizer.png

Save GMLtextureFit.bmp as GMLtextureFit.png

Save to [GML Texturizer] folder in SU/plugins

Edit GML Texturizer.rb as shown below with text editor

(notepad++ or equal with line editor)

line 309

line 457

save file



```
308 # Command button appearance↓
309 sGMLTexturizerBMP = Sketchup.find_support_file "GMLTexturizer.png", "Plugins/GMLTexturizer/"↓
310 commandGMLTexturizer.small_icon = sGMLTexturizerBMP↓
311 commandGMLTexturizer.large_icon = sGMLTexturizerBMP↓
312 commandGMLTexturizer.tooltip = "GML Texturizer"↓
313 commandGMLTexturizer.status_bar_text = "Create rectangle texture of proper size from image"↓
314 commandGMLTexturizer.menu_text = "GML Texturizer"↓
```

```
456 # Command button appearance↓
457 sGMLTextureFitBMP = Sketchup.find_support_file "GMLTextureFit.png", "Plugins/GMLTexturizer/"↓
458 commandGMLTextureFit.small_icon = sGMLTextureFitBMP↓
459 commandGMLTextureFit.large_icon = sGMLTextureFitBMP↓
460 commandGMLTextureFit.tooltip = "GML Texture Fit"↓
461 commandGMLTextureFit.status_bar_text = "Properly fit current texture to the selected face"↓
462 commandGMLTextureFit.menu_text = "GML Texture Fit"↓
```