

LAYER MANAGER 2.0 for SketchUp v5 and v6 (Free and Pro)

D. Bur, 05.12.2007

This is an update of the previous version for SU v5 with changes, additions and enhancements.
Thanks to John Clements for testing and suggestions.

The Layer Manager is a set of tools to quickly display, show, hide, manage your layers. It has features to store, restore, save, load, update layers visibility states, wether within the SKP or in external files for later use.

What is a "layers state" ? This is a visibility status of all the layers of a drawing at a time. When working on models with lots of layers, it can be very long to select which layer to display and which not. Layers states can help you doing that very quickly.

What's new:

- Undo for all commands
- 2 new commands that deal with current layer
- 3 new commands to filter the layers visibility
- 2 new commands to save/load states to/from external files
- Enhanced display of state dialog box
- Bugs fixes
- New icons
- Active layer setting added
- Overwrite option when loading layers states from file added
- "Delete all" layers states option added
- Restore "Show only" and "Restore append" added

Installation:

Please delete previous version if you have it installed:

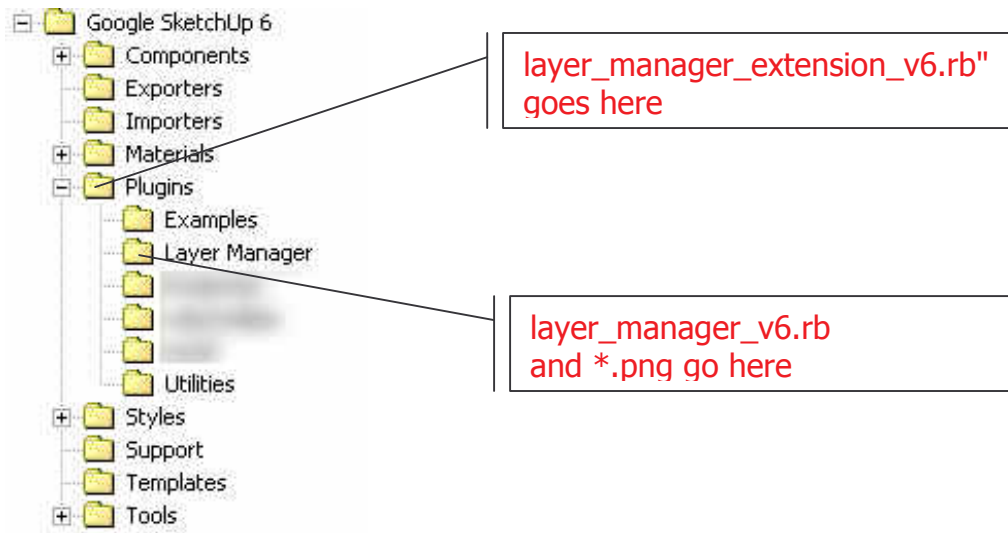
- Delete "layer_manager_extension.rb" in your Plugins folder
- Delete "Layer Manager" folder(under Plugins) and its content.

Unpack the archive in the SketchUp Plugins folder.

You should have:

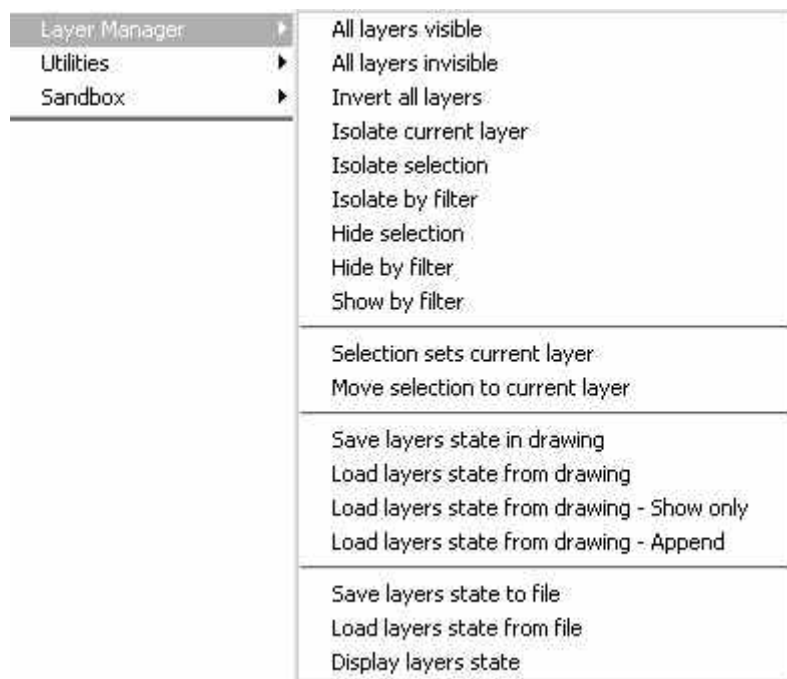
"layer_manager_extension_v6.rb" in your Plugins folder

A sub-folder "Layer Manager" containing layer_manager_v6.rb and *.png files.



Usage:

There is a menu under the "Tools" menu:



There is also a toolbar, available in the View menu: Select Toolbars / Layer Manager. Tooltips on the icons tell you what commands do, but below is a short explanation of what they are for:





1. **Set the layer of selection current**

Select an object and click the icon. The layer of the object will be set current (active).



2. **Move selection to the current layer**

Select objects and click on the icon. All the objects will be transferred on the current (active) layer. It doesn't dig in groups and components.



3. **Display a layers config status**

Click on the icon and select a layers state.

A dialog box is displayed, listing all layers alphabetically sorted in three sets: active layer, visible layers and invisible layers.



4. **Save a layers state in the drawing**

Click on the icon, the following dialog box will appear the first time you save a layers state in your drawing:



Enter a state name and the layers status are saved, ready for being restored later.

If there are existing layers states saved, the following dialog box will appear:



In the first list you can select from your existing layers state. If you select one of them and leave the "new state" field blank, the selected state will be updated with the current status of your layers, including layers that have been added since you last saved the state.

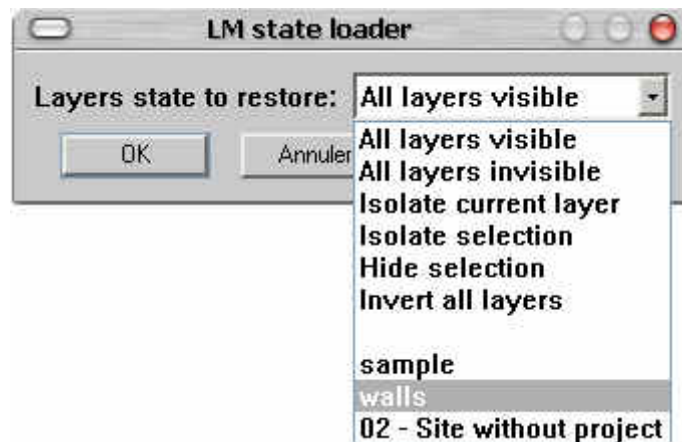
If you type a name in the "new state" field, this will create a new layers state and the content of the upper list will be ignored.

N.B.: all the layers states saved this way are stored within the SKP file, so you can restore/update/delete them from session to session.



5. Load a layers state from the drawing

Click on the icon, the following dialog box will appear:



There are 6 standard layers states to choose from, or select one of yours in the bottom part of the list.

If the active layer doesn't exist, you'll be asked the following question:



Click on "Yes" to create the layer and activate it, click on "No" to ignore the active layer of the layers state.

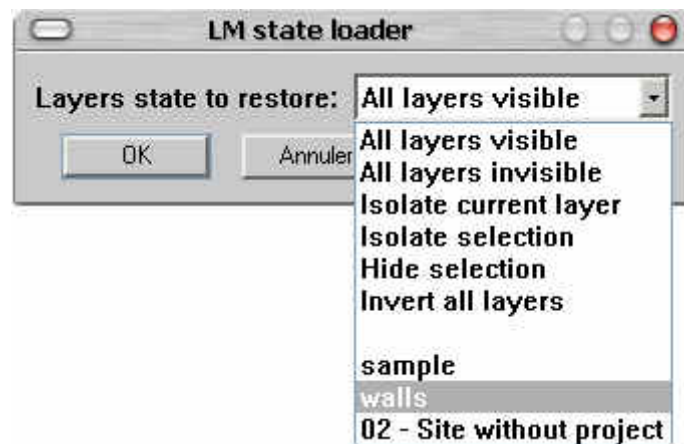
Active layer in the layers state is activated.

All the layers of the layers state which are visible will be visible, all the layers of the layers state which are invisible will be invisible, all other layers (including the newly created layers) will be left unchanged.



6. Load a layers state from the drawing – Show only

Click on the icon, the following dialog box will appear:



There are 6 standard layers states to choose from, or select one of yours in the bottom part of the list.

If the active layer doesn't exist, you'll be asked the following question:



Click on "Yes" to create the layer and activate it, click on "No" to ignore the active layer of the layers state.

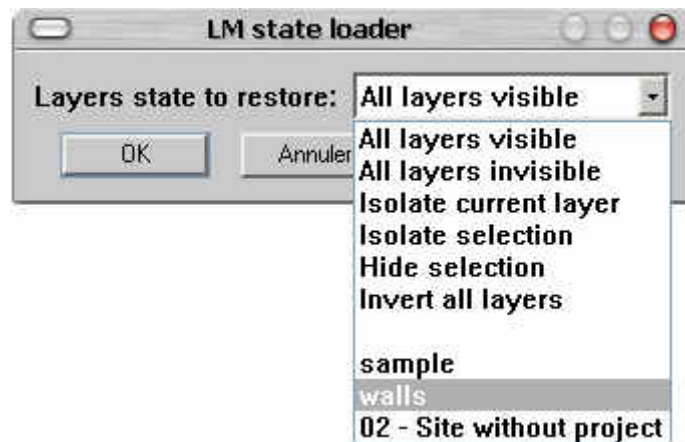
Active layer in the layers state is activated.

All the layers of the layers state which are visible will be visible, all the layers of the layers state which are invisible will be invisible, all other layers (including the newly created layers) will be invisible too.



7. Load a layers state from the drawing – Append

Click on the icon, the following dialog box will appear:



There are 6 standard layers states to choose from, or select one of yours in the bottom part of the list.

If the active layer doesn't exist, you'll be asked the following question:



Click on "Yes" to create the layer and activate it, click on "No" to ignore the active layer of the layers state.

Active layer in the layers state is activated.

All the layers of the layers state which are visible will be visible, all the layers of the layers state which are invisible will be invisible only if they are currently invisible (visible otherwise), all other layers (including the newly created layers) will be left unchanged.



8. Save your layers config to an external file

Click on the icon, you will be prompted to enter a file name in the dialog box. This will save an external LMI (Layer Manager Ini) file where all your states will be saved for later use in other drawings. This could be handy if you often use the same layers naming conventions in your models (see 7).

N.B.: LMI files are ALWAYS saved in the "Layer Manager" folder under "Plugins".



9. Load layers states from an external file

Click on the icon and select a LMI file to load. The layers states will be stored in the drawing.

If there are layers states in the LMI file that are already present in the drawing, you will be asked the following question:



If you click on "Yes", existing layers states will be replaced by those in the LMI file. If you click on "No", they will be left unchanged, and new layers states will be added to the existing ones.

If there are layers in the loaded layers states that doesn't exist in the current drawing, you'll get the following message:



Select "Yes" to create such layers, "No" to ignore them (a later restore of a layers state which contains layers that doesn't exist in the drawing doesn't cause any problem at all).

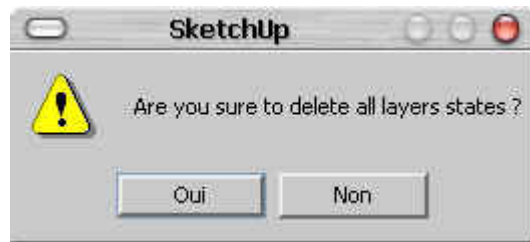


10. Delete a layers state

Select a state to delete from the list:



At the bottom of the list is an "All" option available. Select it to delete all layers states in the drawing. You'll be asked to confirm this, like in the following message:



Click "Yes" to delete all layers states, "No" to ignore.

Quick layers management commands

The following commands help you to quickly manage the visibility of your layers:



11. **All layers visible**

Self-explanatory, but click on the icon and all layers are now visible.



12. **All layers invisible**

Self-explanatory, but click on the icon and all layers are now invisible, except the current (active) layer.



13. **Isolate layers of selection**

Select objects in the model, click on the icon and all layers of these objects will remain visible, other layers will be invisible, except the current (active) layer.



14. **Hide layers of selection**

Select objects in the model, click on the icon and all layers of these objects will be invisible except the current (active) layer, other layers will be visible.



15. **Invert visibility of all layers**

Click on the icon and all layers that were invisible will be visible and all layers that were visible will be invisible, except the current (active) layer.

The three following commands use "filter strings" to whether display, hide, or isolate layers.

A filter string is a set of characters containing wildcards.
Filter strings are case-sensitive.

Two wildcards are usable: * and ?

- * replaces any characters string, no matter its length

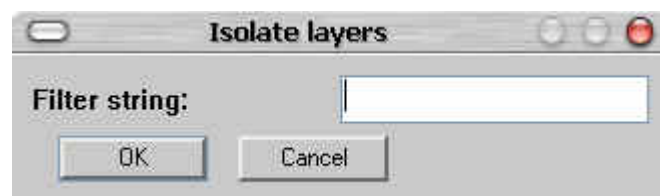
- ? replaces any single character.

Examples:

a*	will match all layers whose names start with the letter "a"
abc*	will match all layers whose names start with the letters "abc"
*a	will match all layers whose names start with anything but ends with the letter "a"
*abc	will match all layers whose names start with anything but ends with the letters "abc"
Furniture	will match all layers whose names contain "Furniture"
?walls	will match all layers whose names start with one character and ends with the string "walls"
??slab	will match all layers whose names start with two characters and ends with the string "slab"
???kitchen?	will match all layers whose names start with three characters followed by the string "kitchen" and ends with one character.
garden??wall	will match all layers whose names start with the string "garden" followed by two characters and ends with the string "wall".
*roof??	will match all layers whose names start with any string followed by the string "roof" and ends with two characters
????w*	will match all layers whose names start with four characters followed by any string starting with the letter "w".
?*	doesn't make sense, will be ignored
*?	doesn't make sense, will be ignored
**?	doesn't make sense, will be ignored
??*???	doesn't make sense, will be ignored
Layer12	no wildcards, will be ignored

16. Isolate layers by filter:

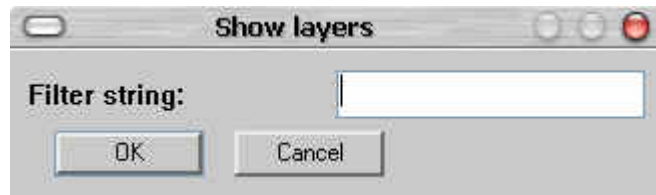
Click on the icon, the following dialog box will be displayed:



You are prompted to enter a "filter string". All layers that match the filter will be visible, other layers will be invisible, except the current (active) layer.

17. Add layers by filter:

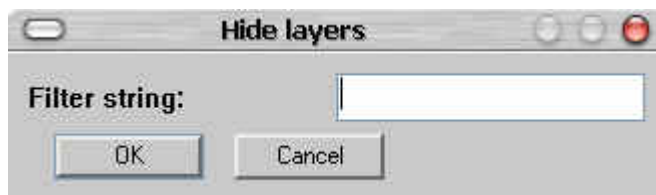
Click on the icon, the following dialog box will be displayed:



You are prompted to enter a "filter string". All layers that match the filter and that were invisible will be visible, other layers remain as is.

18.  **Hide layers by filter:**

Click on the icon, the following dialog box will be displayed:



You are prompted to enter a "filter string". All layers that match the filter and that were visible will be invisible, other layers remain as is.
