

Layers_materials.rb

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# Name :          layers_materials.rb
# Description :   manages layers and materials like the "color by layer" mode
# Author :        Didier Bur CRAI-MAP CNRS 694. ENSA Nancy.
# Usage :         See below
# Date :          27.Sept.2006
# Type :          Tool
# History:        1.0 (27.Sept.2006) - first version.
```

This script is intended to help SU users to manage layers and materials as the "color by layer" display mode does.

Installation:

Put the script in your "Plugins" folder of SketchUp.

How to use:

Under the Plugins menu, you will find a "Layers and materials" sub-menu. It includes 4 options.

1. Create materials from layers:

This command create a material for each layer in the model. The name of the new material is the same than the layer name, its color is randomly set.

You can use this command as many times as needed (for instance when you add new layers to your model), only new layers will create new materials, existing materials will be left unchanged.

2. Create layers from materials:

This command create a layer for each material in the model. The name of the new layer is the same than the material name, its color is randomly set by SketchUp.

You can use this command as many times as needed (for instance when you add new materials to your model), only new materials will create new layers, existing layers will be left unchanged.

3. Match materials from layers:

This command is intended to paint faces with the material with the same name than the layer they belong to. If the material exists, both front and back material are set for each face. If the material doesn't exist, the face is left unchanged.

3. Match layers from materials:

This command is intended to move faces from their layer to the layer with the same name than the material they are painted with. If the layer exists, faces are moved from their layer to the new one. If the layer doesn't exist, the face is left unchanged.