



# eventrelay

EventRelay Sketchup plugin Ruby extension for windows

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## ERKBJockey\_version\_2

Updated Feb 4, 2010 by [pec...@gmail.com](#)

!ERKbJockey Version 2.0 automatically writes keyboard commands chosen by the user from the SketchUp menu structure.

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### Introduction

ERKbJockey.rb is a SketchUp script that provides a dialog to map menu items to keyboard commands.

It uses the Ruby EventRelay.dll extension.

For example, the menu path "Edit/Group/Explode" can be mapped to a user keyboard command "ge", or "gex", or "xpld", etc.

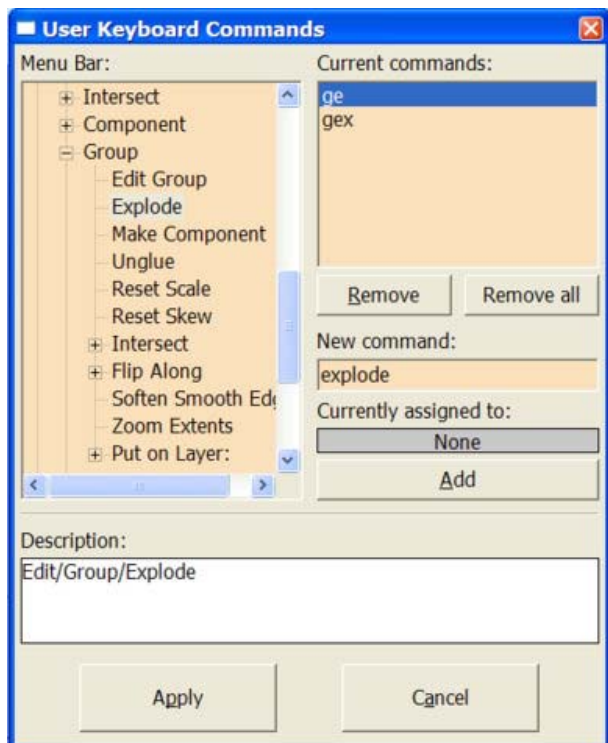
Download EventRelay1224.zip or later.

### Installation

Copy to the SketchUp Plugins directory both ERKbJockey.rb and [EventRelay.dll](#) .

Overwrite the files if they're already present.

### User Keyboard Commands Dialog



To define a keyboard command:

1. Invoke the dialog via SketchUp "Plugins/KB CmdConfig" menu entry  
or type "config" when SketchUp is the active window.
2. Navigate through Menu Bar tree to reach the desired menu item.
3. Enter the keyboard command into the "New Command" window.
4. Click Add, or type Enter to accept the new user keyboard command.

You can enter up to 3 commands for each menu item.

5. Perform 2 through 4 as desired.
6. Click Apply to accept the new definitions, or Cancel to discard them.

Your new keyboard commands are immediately available.

The keyboard commands are defined in the SketchUp/plugins/EventRelay directory in file UserKbCommands.rb . They are automatically loaded on each SketchUp startup or User Keyboard Commands dialog invocation.

Type "cmds" to view your available commands.

Some commands have been previously defined and some are for internal use.

## Notes

When a command cannot be issued because of a mismatched selection, ERKBJockey will raise the intended menu structure so that you can see which menu items are actually available.

For example, if you select a Component, then issue "gex" (Edit/Group/Explode), the "Edit" menu will be shown instead because Edit/Group/Explode cannot be issued against a Component.

The script uses an inter-character timeout to determine when the user has finished typing a command. The Enter key can be used to avoid waiting for the timeout.

See the status line at the bottom of SketchUp to determine the status of keyboard commands.

When existing commands are removed via the dialog, they are not removed from the internal cmds table until SketchUp is restarted. A future version will correct this.

The Escape key cancels a command. Backspace erases the last character entered and suspends the inter-character timeout. The Enter key terminates and executes the input.

When the first character of a command matches one of the SketchUp menu shortcut accelerators, the shortcut then becomes subject to the inter-character timeout.

For example, if the "m" of the move tool matches a keyboard command such as "mg", ERKBJockey will await the inter-character timeout for a possible "g".

To avoid this, hit the Enter key after the "m" or avoid defining commands beginning with SketchUp menu accelerators.

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