EventRelav Sketchur	plugin Ruby exter	sion for windows			Search proje
Project Home Downloads	Wiki Source				
earch Current pages f			Search		
earch Current pages			Search		
RKBJockey_version_2					Updated Feb 4, 2010 by pec@gmail
ERKbJockey Version 2.0 au	omatically writes k	eyboard commands chosen	by the user from	the SketchUp menu	structure.
• Introduction					
 <u>User Keyboard Com</u> 	mands Dialog				
• <u>Notes</u>					
Introduction					
ERKbJockey.rb is a SketchU	script that provide	es a dialog to map menu iten	ms to keyboard co	ommands.	
It uses the Ruby EventRelay.	Oll extension.				
For example, the menu path '	Edit/Group/Explod	e" can be mapped to a user	keyboard comma	and "ge", or "gex", or	r "xpld", etc.
Download EventRelay1224.zi	o or later.				
la stallation					
Installation					
Installation Copy to the SketchUp Plugins	directory both ER	KbJockey.rb and <u>EventRelay</u>	y.dll .		
Copy to the SketchUp Plugin	directory both ER	KbJockey.rb and EventRelay	<u>y</u> .dll .		
Installation Copy to the SketchUp Plugins Overwrite the files if they're a	directory both ER	KbJockey.rb and <u>EventRelay</u>	y.dll .		
Installation Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Con	directory both ER Iready present.	KbJockey.rb and <u>EventRelay</u>	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Com	directory both ER Iready present. Imands Dial	KbJockey.rb and <u>EventRelay</u> Og	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Con	directory both ER Iready present. Imands Dial ands Current comm	KbJockey.rb and <u>EventRelay</u> og ands:	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Conn User Keyboard Comm Menu Bar: Intersect	in directory both ER Iready present. In mands Dial ands Current comm	KbJockey.rb and <u>EventRelay</u>	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Con User Keyboard Com Menu Bar: Intersect Component Group	adirectory both ER Iready present. In mands Dial Current comm ge gex	KbJockey.rb and <u>EventRelay</u>	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Com User Keyboard Comm Menu Bar: Intersect Component Group Edit Group	a directory both ER Iready present. In mands Dial ands Current comm Current comm ge gex	KbJockey.rb and <u>EventRelay</u>	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Com User Keyboard Comm Menu Bar: Thtersect Component Group Edit Group Explode	directory both ER Iready present. Inmands Dial Current comm	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Com User Keyboard Comm Menu Bar: Intersect Component Group Edit Group Explode Make Component Unque	ands	KbJockey.rb and EventRelay	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Com User Keyboard Comm Menu Bar: Intersect Component Group Edit Group Edit Group Explode Make Component Unglue Reset Scale	ands Current comm	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm Menu Bar: T Intersect Component Group Edit Group Explode Make Component Unglue Reset Scale Reset Skew	directory both ER Iready present. Inmands Dial Current comm ge gex Remove	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Com User Keyboard Com User Keyboard Comm Menu Bar:	ands Current comm Current comm Ge Ge Remove New command	KbJockey.rb and EventRelay	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Com User Keyboard Com User Keyboard Com Menu Bar:	a directory both ER Iready present. ands Current comm Current comm ge gex Remove New command explode	KbJockey.rb and EventRelay	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: Intersect Component Group Edit Group Edit Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Reset Scale Reset Skew Flip Along Soften Smooth Ed Zoom Extents	ands Current comm ge gex Bemove New command explode Currently assis	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm Menu Bar: Thtersect Component Group Edit Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Put on Layer:	 directory both ER lready present. mands Dial Current comm ge gex Remove New command explode Currently assign 	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: Intersect Component Group Edit Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale	directory both ER Iready present. ands Current comm ge gex Remove New command explode Currently assigned	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: + Intersect + Component - Group Edit Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Reset Skew + Intersect + Flip Along Soften Smooth Ed Zoom Extents + Put on Layer: Component	directory both ER Iready present. ands Current comm ge gex Remove New command explode Currently assigned • • • • • • • • • • • • • • • • • • •	KbJockey.rb and EventRelay	<u>y</u> .dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: Intersect Component Group Edit Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Re	directory both ER Iready present. Inmands Dial Current comm Ge gex gex Remove New command explode Currently assigned Currently assigned	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: Intersect Component Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Reset Skew Hintersect Flip Along Soften Smooth Ed Zoom Extents Put on Layer: Description: Edit/Group/Explode	directory both ER Iready present. ands Current comm ge gex Remove New commany explode Currently assigned	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: Intersect Component Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Reset Scale Reset Skew Intersect Flip Along Soften Smooth Ed Zoom Extents Put on Layer: Description: Edit/Group/Explode	directory both ER Iready present. Inmands Dial Current comm Ge gex Image: Second S	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: + Intersect + Component - Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Reset Skew + Intersect + Flip Along Soften Smooth Ed Zoom Extents + Put on Layer: Description: Edit/Group/Explode	ands Current comm Current comm Remove New command Currently assig	KbJockey.rb and EventRelay	y.dll .		
Copy to the SketchUp Plugins Overwrite the files if they're a User Keyboard Comm User Keyboard Comm Menu Bar: I Intersect Component Group Edit Group Edit Group Explode Make Component Unglue Reset Scale Reset Scale Reset Skew I Intersect Flip Along Soften Smooth Ed Zoom Extents Put on Layer: Component Edit/Group/Explode	directory both ER Iready present. ands Current comm ge gex Remove New command explode Currently assigned	KbJockey.rb and EventRelay	<u>y</u> .dll .		

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/plugsins/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.

Sign in to add a comment

Terms - Privacy - Project Hosting Help Powered by Google Project Hosting