

## Sketchup Ruby Script Guide

Name of Ruby Script	Description of Ruby functions/ Uses	Location on Sketchup	Demo/Example of what Ruby Script can do
Roundcorner	Creates rounded edges and corners for 3d shapes that have angles & points (modes - round, sharp & bevel)	Menu > Tools > Fredo6 Collection > Roundcorner	<a href="http://www.youtube.com/watch?v=q3LBWfLNopE">http://www.youtube.com/watch?v=q3LBWfLNopE</a>
Color by slope	This plugin will color faces based on their slope, by entering the RGB values for the max slope & min slopes. (This plugin overwrites existing materials. So don't use it on portions that you don't want to change their materials)	Menu > Plugin > Chris Fullmer Tools > Color by slope stepped	<a href="http://www.cad-addict.com/2009/07/sketchup-plugins-color-terrain-to-show.html">http://www.cad-addict.com/2009/07/sketchup-plugins-color-terrain-to-show.html</a>
Color by Z	Color By Z paints faces based on their centerpoint's Z height. It uses colors selected by the user.	Menu > Plugin > Chris Fullmer Tools > Color by Z	<a href="http://www.smustard.com/script/ColorByZ">http://www.smustard.com/script/ColorByZ</a>
Greeble 2	Add Greebles to faces as a quick way to add detail to a model by adding an extra bit of geometry added to a model to give it complexity.	Menu > Plugin > Chris Fullmer Tools > Greeble 2	<a href="http://www.smustard.com/script/Greeble2">http://www.smustard.com/script/Greeble2</a>
Shape Bender	Create a shape to bend. (must be a group or a component)	Menu > Plugin > Chris Fullmer Tools > Shape Bender	<a href="http://www.youtube.com/watch?v=tGHTIOMm_34">http://www.youtube.com/watch?v=tGHTIOMm_34</a>
CubicpanoOut	Exports JPG cube images for the creation of panoramas.	Menu > Camera > Cubicpanoout	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-4.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-4.html</a>
CurveStitcher	Create edges & faces between two selected curves	Menu > Plugin > Curve Stitcher	<a href="http://translate.google.com/translate?js=y&amp;prev=t&amp;hl=en&amp;ie=UTF-8&amp;layout=1&amp;eof=1&amp;u=http%3A%2F%2Fwww.skup.be%2Fsketchup-uitbreiden-met-scripts%2F&amp;sl=auto&amp;tl=en">http://translate.google.com/translate?js=y&amp;prev=t&amp;hl=en&amp;ie=UTF-8&amp;layout=1&amp;eof=1&amp;u=http%3A%2F%2Fwww.skup.be%2Fsketchup-uitbreiden-met-scripts%2F&amp;sl=auto&amp;tl=en</a>

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Chamfer along path	Select joined lines, arcs, circles, curves and Chamfer Along Path	Menu > Tools > Chamfer along path	<a href="http://www.smustard.com/script/ChamferAlongPath">http://www.smustard.com/script/ChamferAlongPath</a>
Draw metal (curve, stock + taper maker)	For drawing curved tapered shapes common in architectural and ornamental metalwork and for calculating the amount of stock required to fabricate the tapers.	<ul style="list-style-type: none"> <li>- Menu &gt; Draw &gt; Curve Maker (and Menu &gt; Plugin &gt; Curve maker)</li> <li>- Menu &gt; Plugin &gt; Stock maker</li> <li>- Menu &gt; Plugin &gt; Taper maker</li> </ul>	<a href="http://www.drawmetal.com/">http://www.drawmetal.com/</a>
Drop	Drop group/component on selected level (change in Y)	Right/control click > Drop at interception/ Drop at...	<a href="http://www.scriptspot.com/sketchup/scripts/drop">http://www.scriptspot.com/sketchup/scripts/drop</a>
Follow me and keep	Smoother version of follow me?	Menu > Plugin > FollowMeAndKeep	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=16465&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=followme+keep">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=16465&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=followme+keep</a>
Fredoscale	Can distort groups/ components a number of ways (scale, taper, planar shear, radial bend, twist and stretch)	Menu > Tools > Fredo6 Collection > Fredoscale	<a href="http://www.youtube.com/watch?v=bPbb8PPGtVg">http://www.youtube.com/watch?v=bPbb8PPGtVg</a>
Jointpushpull	A Pushpull type tool that can be used on curved surfaces in 2 ways - joint and vector	Menu > Tools > Joint Push Pull	<a href="http://bp2.blogger.com/_ogonR-k5OoM/R5QETxkZjUI/AAAAAAAAAGuQ/qKphbHOCeoM/s1600-h/Push-pull%2Bmethods.jpg">http://bp2.blogger.com/_ogonR-k5OoM/R5QETxkZjUI/AAAAAAAAAGuQ/qKphbHOCeoM/s1600-h/Push-pull%2Bmethods.jpg</a>
lib fredo	A Shared Library which is used by some of my scripts (those designed by fredo, e.g... fredoscale)	Menu > Window > LibFredo6 Settings	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=17947&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=lib+fredo">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=17947&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=lib+fredo</a>
Make faces	Loops through your model and creates faces where faces need to be created (areas fully closed by lines, ie... no gaps)	Menu > Tools > Make Faces 1.4	<a href="http://www.youtube.com/watch?v=Zaq0L-3VWRY">http://www.youtube.com/watch?v=Zaq0L-3VWRY</a> - @ 2.44

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<p>Extrude tools            &gt; extrude edges by edges            &gt; extrude edges by lathe            &gt; extrude edges by rails            &gt; extrude edges by vector</p>	<p>&gt; Edges - Extrude an edge along another one            &gt; Lathe - A tool that mimics 'followme' around an arc without distortion            &gt; Rails - Extrudes an 'initial-profile' curve along one or two other 'rail' curves to form a faced-mesh group, a final 'melding-profile' curve (option can control the mesh's final form)            &gt; Vector - A Tool that Extrudes Selected Edges along a Picked Vector, similar to Sketchup's PushPull for a Face, BUT it extrudes only the Edges, AND these Edges need not be connected to each other or coplanar, and the Vector can be in any direction.</p>	<p>Menu &gt; Plugin &gt; Extrude edges by edges/lathe/rails/vectors</p>	<p>&gt; Edges - <a href="http://www.cad-addict.com/2009/06/sketchup-plugins-extrude-edges-using.html">http://www.cad-addict.com/2009/06/sketchup-plugins-extrude-edges-using.html</a>            &gt; Lathe - <a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=21948&amp;p=184477&amp;hilit=+extrude+tools#p184477">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=21948&amp;p=184477&amp;hilit=+extrude+tools#p184477</a>            &gt; Rails - <a href="http://www.youtube.com/watch?v=DFzteN0CvrA">http://www.youtube.com/watch?v=DFzteN0CvrA</a>            &gt; Vector - <a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=25293&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=extrude+tools">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=25293&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=extrude+tools</a></p>
<p>js align</p>	<p>Aligns objects along the 3 main axis. It is mainly for groups (though it will align edges too) - also note that the script takes reference from the centre of the group bounding box and not necessarily the geometric one.</p>	<p>Menu &gt; Plugin &gt; JS Align</p>	<p><a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=20233&amp;st=0&amp;sk=t&amp;sd=a">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=20233&amp;st=0&amp;sk=t&amp;sd=a</a></p>
<p>pathcopy</p>	<p>Copy groups or components along a path, at set spacing or node spacing</p>	<p>Menu &gt; Plugin &gt; Copy along path</p>	<p><a href="http://www.thai3dviz.com/board/showthread.php?p=830868">http://www.thai3dviz.com/board/showthread.php?p=830868</a></p>
<p>Progress bar</p>	<p>(Required for certain ruby scripts to work)</p>	<p>(appears when required by other ruby scripts being used?)</p>	<p>n/a</p>

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Scene exporter	Exports the scenes in your model to a jpeg image, using the drawing window resolution as the image size. Scenes not part of the slideshow will not be exported, allowing the user to control which scenes are exported to image files.	Menu > View > Export scene to jpeg	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=11173&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=scene+exporter">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=11173&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=scene+exporter</a>
Protrude	Protrude easily produces geometry, by performing 4 basic operations: dividing, offsetting, protruding, and tapering.	Menu > Plugin > Protrude dialog	<a href="http://www.youtube.com/watch?v=BN9Tneu_yNs&amp;feature=related">http://www.youtube.com/watch?v=BN9Tneu_yNs&amp;feature=related</a>
Section cut face	Creates a colored face from a section cut	Right/control click > SectionCutFace	<a href="http://www.cad-addict.com/2009/07/sketchup-plugins-fill-section-cut-with.html">http://www.cad-addict.com/2009/07/sketchup-plugins-fill-section-cut-with.html</a>
Sketchy Bevel	Beveling (removing sharp edges and replacing it with an angled slope) faces and edges of a 3d model	Right/control click > Bevel	<a href="http://www.youtube.com/watch?v=JT9DiA7FjwQ">http://www.youtube.com/watch?v=JT9DiA7FjwQ</a>
SketchyFFD (Free Form Deformation)	Somewhat like the scale tool but does MUCH more: with subdivided surfaces it can distort, twist, "deform" any shape. It gives SU and extra "height" making it almost an organic modeler.	Right/control click > FFD	<a href="http://www.sketchucation.com/category/authors/eric-lay/">http://www.sketchucation.com/category/authors/eric-lay/</a>
Skin	Take two (or more?) sides (faces or 2d shapes) and connects them together to create a solid 3d model	Menu > Tools > Skin	<a href="http://forums.sketchucation.com/viewtopic.php?f=180&amp;t=1306&amp;st=0&amp;sk=t&amp;sd=a">http://forums.sketchucation.com/viewtopic.php?f=180&amp;t=1306&amp;st=0&amp;sk=t&amp;sd=a</a>
Soapskin & Bubble	Used to create tensile structures with sketchup (curved netted face in a closed line shape)	Menu > View > Tool palette > Soap Bubble	<a href="http://www.tensile-structures.de/index.html">http://www.tensile-structures.de/index.html</a>
Stitcher	Creates a surface between two curves.	Menu > Plugin > Stitcher	

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Stray lines	Label, Select, Delete or Show all the open-ended line segments in a drawing.	Menu > Plugin > Stray Lines	<a href="http://www.cad-addict.com/2009/04/sketchup-plugins-delete-unnecessary.html">http://www.cad-addict.com/2009/04/sketchup-plugins-delete-unnecessary.html</a>
Tools on surface	A Suite of Tools drawing on curved surfaces, with lines, various shapes, offset and Freehand / Polylines.	Menu > Tools > Fredo6 Collection > Tools on surface	<a href="http://pic.pimg.tw/go3d/49e5e51bc3441.jpg">http://pic.pimg.tw/go3d/49e5e51bc3441.jpg</a>
Unfold tool	This tool allows you to unfold your model, leaving all the faces on one single plane.	Menu > Plugin > Unfold Tool	<a href="http://vimeo.com/4602549">http://vimeo.com/4602549</a>
Weld	Joins connected edges into a "polyline"	Menu > Plugin > Weid	<a href="http://www.youtube.com/watch?v=5GT4qd6E0E0">http://www.youtube.com/watch?v=5GT4qd6E0E0</a> - @ 3:05
Offset	For Developers - Adds offset method to faces and curves for ruby plugins	n/a?	n/a?
BezierSpline	Draws a variety of Polylines, Bezier and Spline curves, all in 3D	Menu > Draw > BezierSpline curves	<a href="http://translate.google.com/translate?js=y&amp;prev=t&amp;hl=en&amp;ie=UTF-8&amp;layout=1&amp;eotf=1&amp;u=http%3A%2F%2Ftresde09.blogspot.com%2F2009%2F09%2Fplugin-bezierspline-v121_15.html&amp;sl=auto&amp;tl=en">http://translate.google.com/translate?js=y&amp;prev=t&amp;hl=en&amp;ie=UTF-8&amp;layout=1&amp;eotf=1&amp;u=http%3A%2F%2Ftresde09.blogspot.com%2F2009%2F09%2Fplugin-bezierspline-v121_15.html&amp;sl=auto&amp;tl=en</a>
Bez-patch	Create bezier (a sinuous, curvy line defined by adjustable control point) surfaces	Menu > Draw > Bezier Patch	<a href="http://hanagoromosimizu.blog109.fc2.com/blog-entry-54.html">http://hanagoromosimizu.blog109.fc2.com/blog-entry-54.html</a>
Getcentroid	Calculates area properties of a face (2d shape on a single plane?)	Menu > Tools > getfacecentroid	<a href="http://www.alexschreyer.net/projects/centroid-and-area-properties-plugin-for-sketchup/">http://www.alexschreyer.net/projects/centroid-and-area-properties-plugin-for-sketchup/</a>
Manifold		Menu > Plugin > Manifold	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=25466&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=Manifold">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=25466&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=Manifold</a>

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Projections		Menu > View > Tool palette > Projections	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=20140&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=patch+projection">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=20140&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=patch+projection</a>
Surface plotter		Menu > Plugin > Surface plotter	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=15381&amp;p=123762&amp;hilit=surface+plotter#p123762">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=15381&amp;p=123762&amp;hilit=surface+plotter#p123762</a>
follow me rotate	Like the standard 'follow me' tool but rotates the chosen shape template around the chosen path	Menu > Plugin > FollowAndRotate	<a href="http://www.youtube.com/watch?v=0eBIQC2Cgps">http://www.youtube.com/watch?v=0eBIQC2Cgps</a>
Clean up model	Selects and erases coplanar and lonely edges	Menu > Plugin > Cleanup	<a href="http://sketchuptips.blogspot.com/2009/10/plugin-cleanup-select-erase-co-planar.html">http://sketchuptips.blogspot.com/2009/10/plugin-cleanup-select-erase-co-planar.html</a>
Contour maker	Creates contour lines from 3d models such as terrain	Menu > Plugin > Contours	<a href="http://xoomer.virgilio.it/kites/programmi/grafica/sketchplugins%20doc/contour.jpg">http://xoomer.virgilio.it/kites/programmi/grafica/sketchplugins%20doc/contour.jpg</a>
Simple loft alpha	connects curves or series of line segments in order to create a face	Menu > Plugin > Chris Fullmer Tools > Simple Loft	<a href="http://www.chrisfullmer.com/forums/loaf_alpha_1a.swf">http://www.chrisfullmer.com/forums/loaf_alpha_1a.swf</a>
1001 bit tools	A collection of useful ruby scripts to be used for architectural purposes in sketchup (see website for more details on each of the individual features)	Menu > Plugin > 1001bit tools	<a href="http://www.1001bit.com/">http://www.1001bit.com/</a>
Zorro 2	A simple plugin that creates cuts through 3d geometry (ie.. how a knife cut through cheese!)	Menu > Tools > Zorro	<a href="http://www.youtube.com/watch?v=OI_QaAFprjc">http://www.youtube.com/watch?v=OI_QaAFprjc</a>

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UV tools	Arranges and organizes surface materials (paint) so that they fill odd 3d surfaces (ie.. curves) seamlessly	Right/control click > UV Tools	<a href="http://www.youtube.com/user/Wh447">http://www.youtube.com/user/Wh447</a> - video for v0.2 not v0.1 but still similar  <a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html</a>
Extrude line tool	Push pull type tool for a line rather than a face on a single plane	Menu > Plugin > Extrude lines	<a href="http://www.cad-addict.com/2008/12/sketchup-plugins-extrude-lines.html">http://www.cad-addict.com/2008/12/sketchup-plugins-extrude-lines.html</a>
Curve control points	Adds control construction points to curves and groups with faces, then it is possible to affect curve/geometry group shape by moving, rotating, scaling of control points	Right/control click > Add control points to the curve	<a href="http://www.youtube.com/view_playlist?p=DE8C2379F6C51AB7">http://www.youtube.com/view_playlist?p=DE8C2379F6C51AB7</a>
Pathface	Creates blended object from 2 faces + path curve	Menu > Plugin > 2 faces + path	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=21658&amp;p=181998&amp;hilit=Pathface#p181998">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=21658&amp;p=181998&amp;hilit=Pathface#p181998</a>
Subdivide and smooth	Organic modelling toolset	Menu > Tools > Subdivide and Smooth	<a href="http://www.smustard.com/script/SubdivideAndSmooth">http://www.smustard.com/script/SubdivideAndSmooth</a>
Booltools	Performs union, difference, and intersection operations	Menu > Tools > Booltools	<a href="http://www.smustard.com/script/BoolTools">http://www.smustard.com/script/BoolTools</a>
Make OrthoViews	Copies a Group to create Orthographic Views for 2D CAD export	Menu > Plugin > JS Tools > Make Ortho Tools	<a href="http://www.smustard.com/script/MakeOrthoViews">http://www.smustard.com/script/MakeOrthoViews</a>
ProfileBuilder	Efficient and accurate modelling of intelligent building materials	Menu > Plugin > Profile Builder/ Profile Builder Utilities	<a href="http://www.smustard.com/script/ProfileBuilder">http://www.smustard.com/script/ProfileBuilder</a>



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SuBlend	Intermediate curves from two existing ones	Menu > Plugin > Blend	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=21134&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=subblend">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=21134&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=subblend</a>
Smartdrop	Drop selected groups and components until they intersect with other entities, then make them "stick" to the surfaces.	Right/control click > SmartDrop at interception	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-2.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-2.html</a>
Follow this (CAN'T FIND THIS PLUGIN TO DOWNLOAD)	Allows you to use a Face that is inside a Group as the path for a Follow Me operation.		<a href="http://sketchuptips.blogspot.com/2008/06/plugin-follow-this.html">http://sketchuptips.blogspot.com/2008/06/plugin-follow-this.html</a>
Jitter	Randomly moves the vertices of the selection	Menu > Plugin > Jitter	<a href="http://sketchuptips.blogspot.com/search/label/my_plugins">http://sketchuptips.blogspot.com/search/label/my_plugins</a>
Geom Interpolated Curve	Plug-in, which smoothes selected curve (a kind of substitute for spline, but "crvsmth.rb" does not use any kind of polynomial functions)	Menu > Plugin > Draw Geom Interpolated Curve/ Edit Geom Interpolated Curve	<a href="http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=22947&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=plugin+follow+this">http://forums.sketchucation.com/viewtopic.php?f=323&amp;t=22947&amp;st=0&amp;sk=t&amp;sd=a&amp;hilit=plugin+follow+this</a>
Component Spray Tool	Quickly populates the model with components	Menu > Draw > Component Spray	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html</a>
Windowizer ver.3	Creates windows and doors from selected faces	Right/control click > Windowizer	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts.html</a>
MatrixProximity	Matrix makes multiple copies of a selected component to set rules. You can set XYZ randomized percentage adjustments of spacings, rotation and scaling. After copying is done, it asks you if you want to drop them like Drop.rb.	- Menu > Plugin > Matrix - Menu > Plugin > Proximity	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-2.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-2.html</a>



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Grow	Multiple Copy with Move, Rotate, Size: Select anything and input Coef by axis of Move, nbs Copy, Rotate, Size	Menu > Plugin > Grow	<a href="http://forums.sketchucation.com/viewtopic.php?f=180&amp;t=20030&amp;p=166597&amp;hilit=grow#p166597">http://forums.sketchucation.com/viewtopic.php?f=180&amp;t=20030&amp;p=166597&amp;hilit=grow#p166597</a>
PipeAlongPath	In the dialog enter outside and inside diameters, number of segments and then OK. Much simpler than followme tool.	Menu > Plugin > Pipe Along Path	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-3.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-3.html</a>
Greyscale	Switches the in-model material colors to grey scale, and back again.	Menu > Plugin > Grey Scale	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-4.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-4.html</a>
Latticizer	A tool to make a lattice from selected linework. Options for width, depth and materials	Menu > Plugin > Lattice - izer	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html</a>
Slicer	A tool to 'Slice' up a volume - useful in real-model making	Menu > Plugin > Slicer	<a href="http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html">http://www.pushpullbar.com/forums/ruby-scripts/9467-visual-index-ruby-scripts-5.html</a>
Sphere	This script adds a Sphere 3d shape option to SketchUp's Draw menu	Menu > Draw > Sphere	(not required)
Smart push pull	This push pull operation understands that there is an oblique face "touching" the face we are pushing and works accordantly (flat surfaces only?)	Menu > Tools > Smart Push Pull	<a href="http://www.cad-addict.com/2009/11/sketchup-plugins-smart-push-pull.html">http://www.cad-addict.com/2009/11/sketchup-plugins-smart-push-pull.html</a>