

Plugin **Museum /Gallery Reference** - for SketchUp 7 Free/Pro

Make SketchUp models useful by linking to them – Camera views, Layers visibility, “Proper Animation” animation states, and Scenes selection from an external HTML document.

HTML documents enable rich text annotation and incorporate images and videos, making them the best format today for documentation and building guided knowledge bases.

HTML Linked 3D model that can be controlled, rotated, zoomed into etc will make worthwhile the time invested in designing it.

This plugin tries to be intuitive and simple to use, to get you results very quickly.

This is a beta version – more features coming soon

Installation

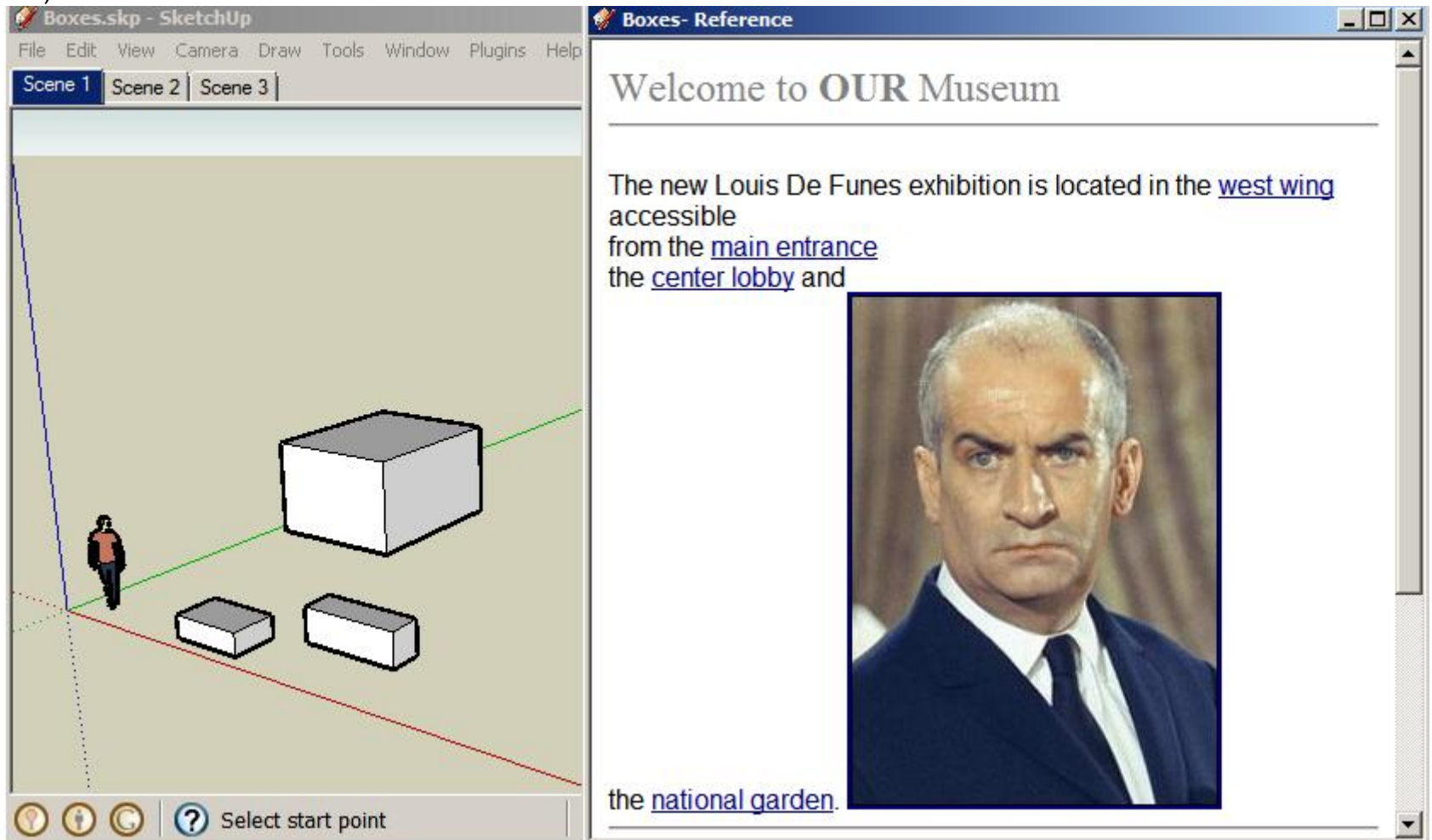
- 1) Unzip the downloaded archive file into a temporary folder.
- 2) copy file “**gallery_reference.rbs**” into your “**Plugins**” folder under your SketchUp install folder
- 3) Default install folder location is - “C:\Program Files\Google\Google SketchUp 7\Plugins “
- 4) **Restart** SketchUp and note a new menu item under “plugins” named “**Museum/Gallery Reference**”

When opening a SketchUp model that has an associated reference HTML document defined, a window containing that document will automatically open, along side SketchUp.

Standard HTML links in the document can reference the SketchUp model and control it.

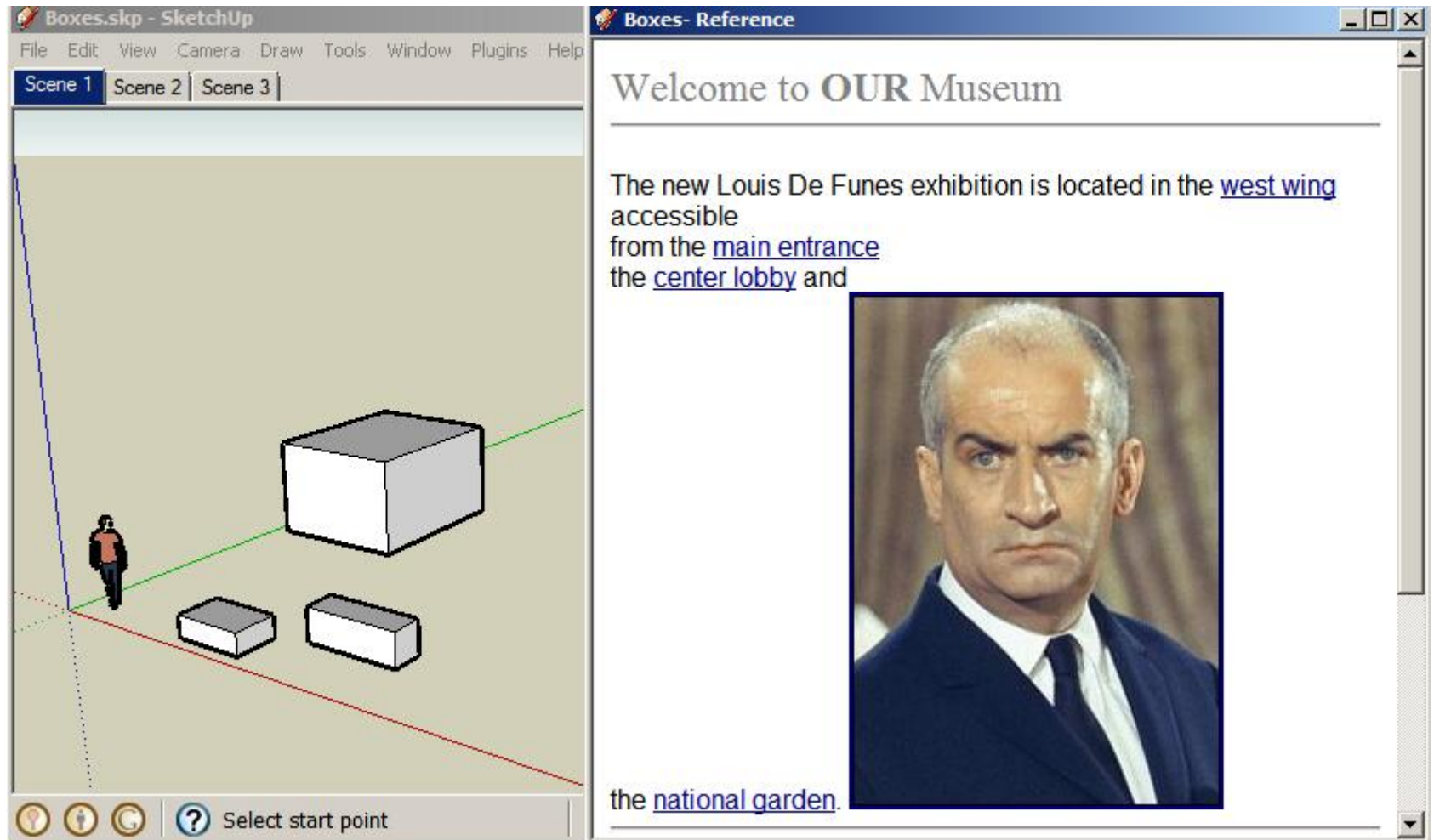
Currently available for this beta version are referencing

- 1) Camera Views
- 2) Layers Visibility
- 3) Animation
- 4) Scenes Selection



The HTML document can be authored by any HTML designer of your choice
Standard A (*ANCHOR*) links can be used by setting their *HREF* values according to following syntax

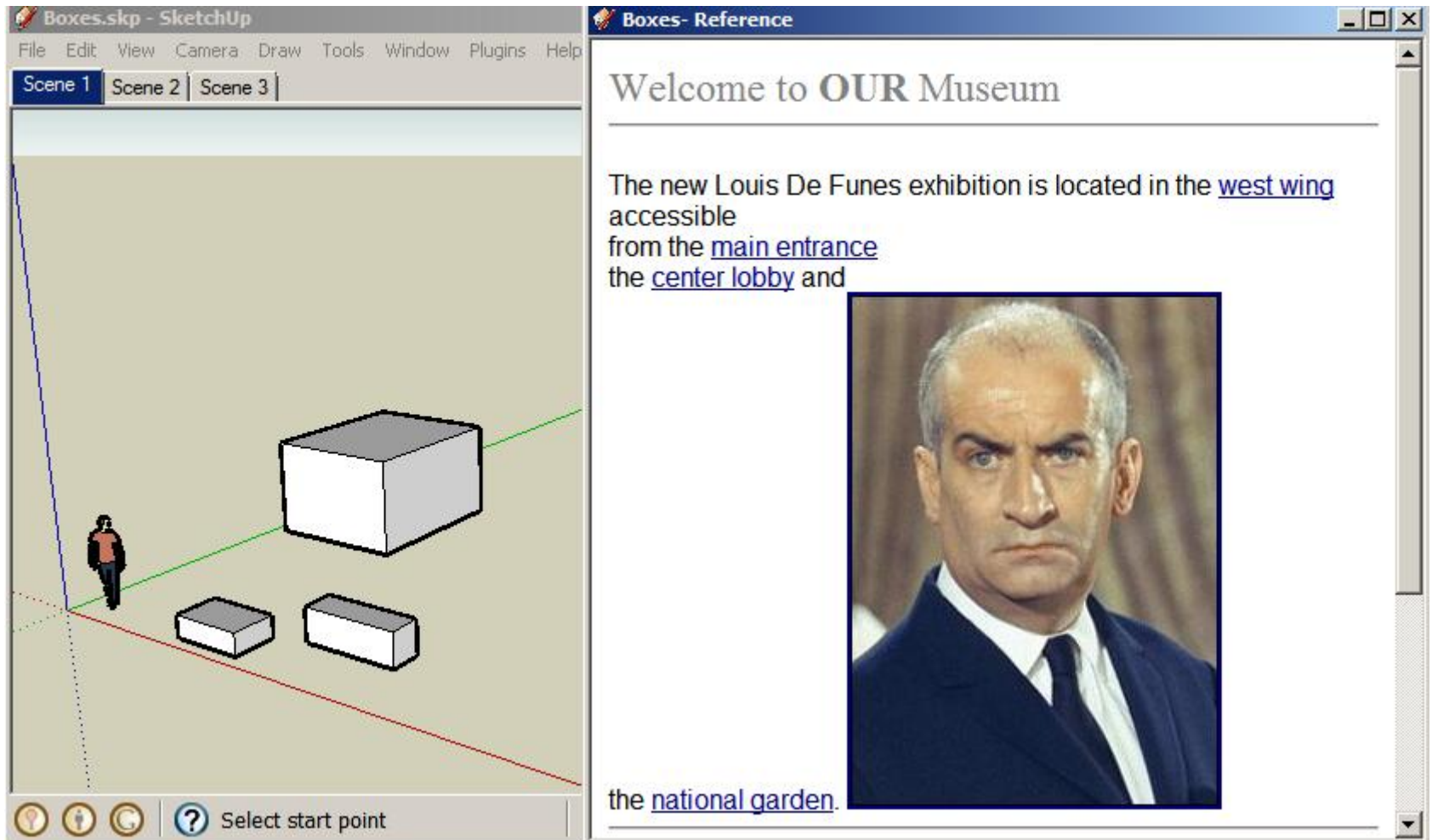
- 1) Camera Views - `<a href="skp:retrieve_cam@my_named_cam_1"`
- 2) Layers Visibility - `<a href="skp:retrieve_layers@my_named_hide_walls"`
- 3) Animation (proper animation plugin) - `<a href="skp:select_animation@3"`
- 4) Scenes Selection - `<a href="skp:select_scene@Scene 2"`



You may chain multiple camera names to get a multi leg effect, by comma separating the camera names , for example:

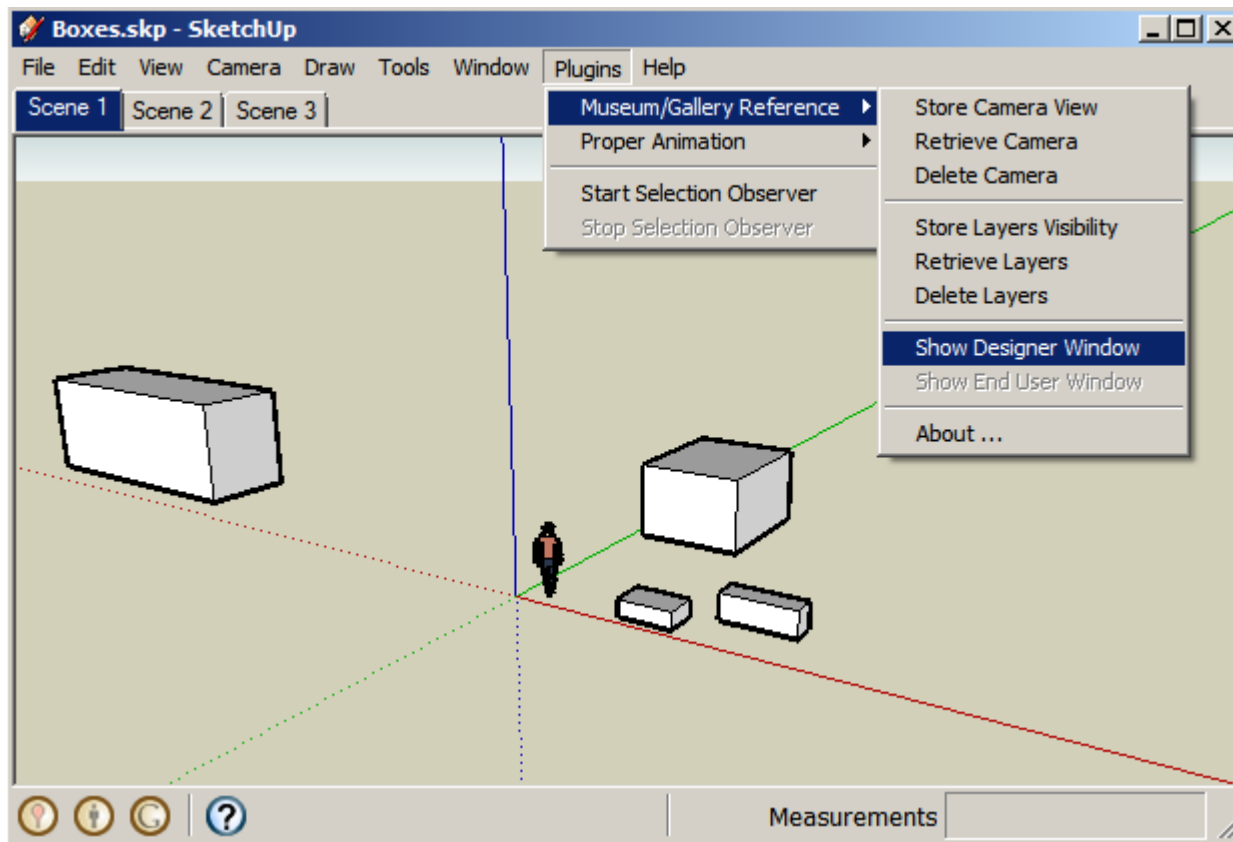
1) `<a href="skp:retrieve_cam@street,main_entrance,lobby,westwing"`

(right now only "retrieve_cam" supports this multiple parameter option)



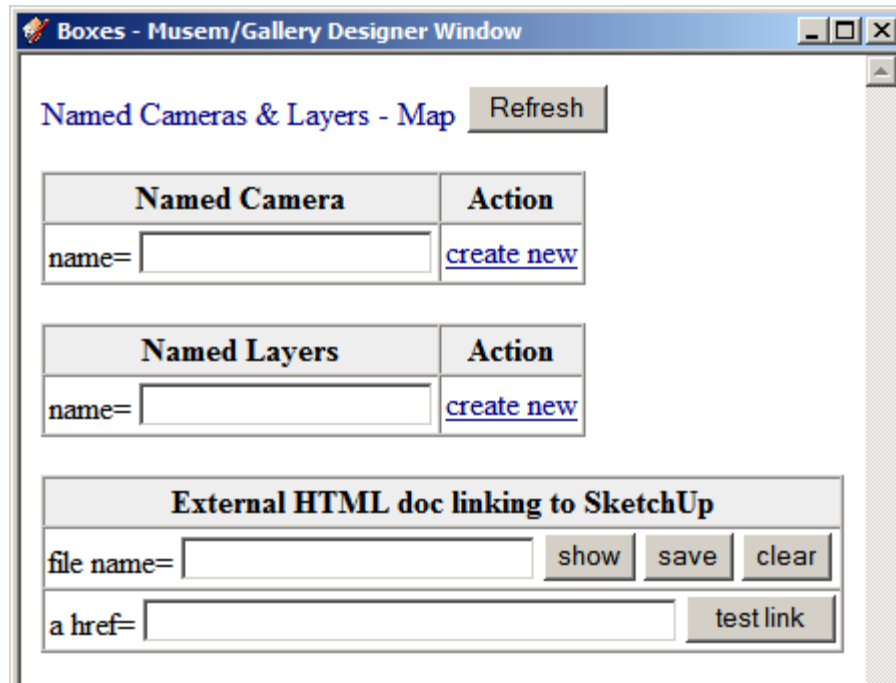
To create names that store current status for camera views, layers etc –

- 1) Menu → Plugins → Museum/Gallery Reference → Store ...
Type into the **input box** the desired name
- 2) Alternatively use the “**Designer Window**”
Menu → Plugins → Museum/Gallery Reference → Show Designer Window
- 3) Make adjustments and save into new names



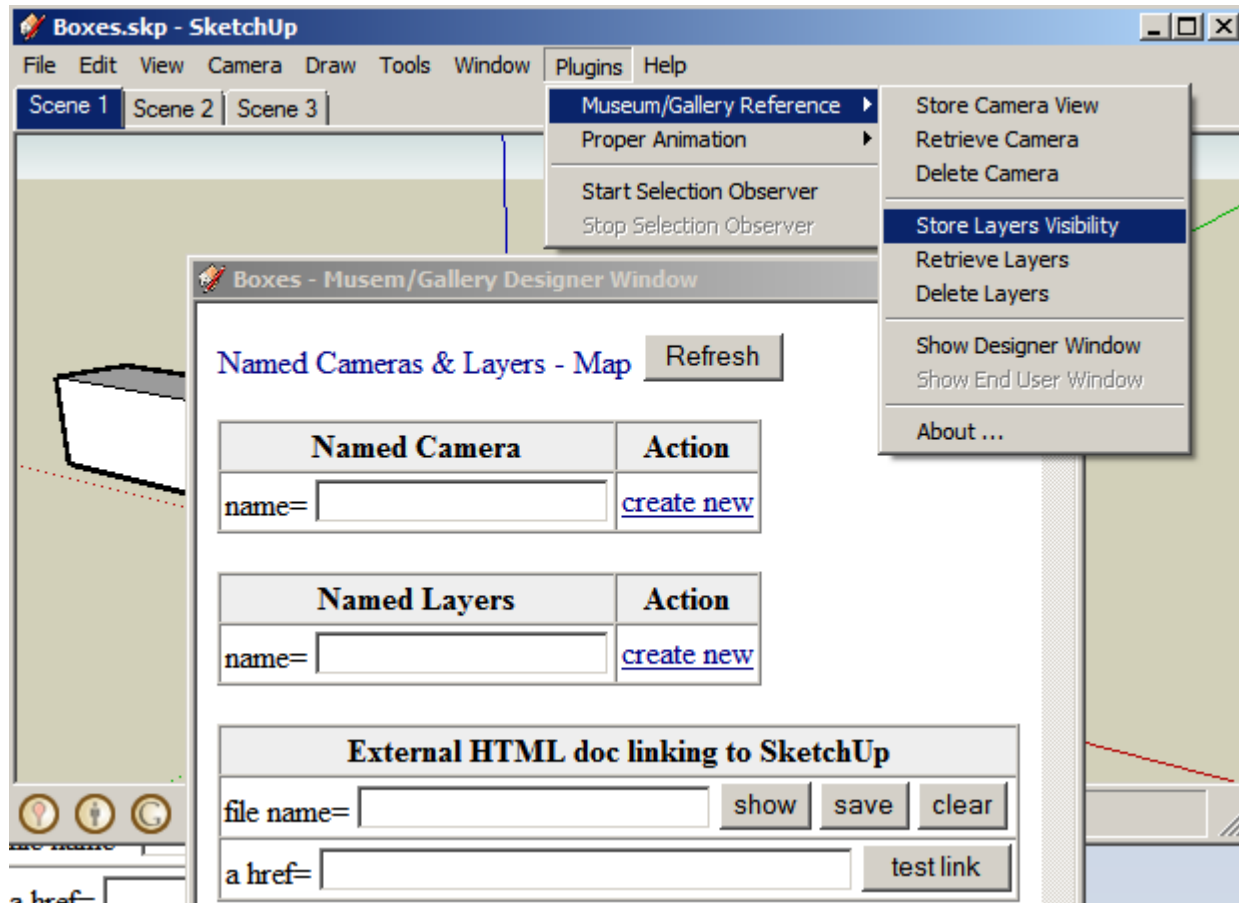
To create names that store current status –

- 1) Use the “**Designer Window**” to review, adjust and delete
Menu → Plugins → Museum/Gallery Reference → Show Designer Window
You have a section for “Cameras” and a section for “Layers”
- 2) For Animation - use the plugin “Proper Animation”
- 3) For Scenes manipulation – use standard SketchUp functionality



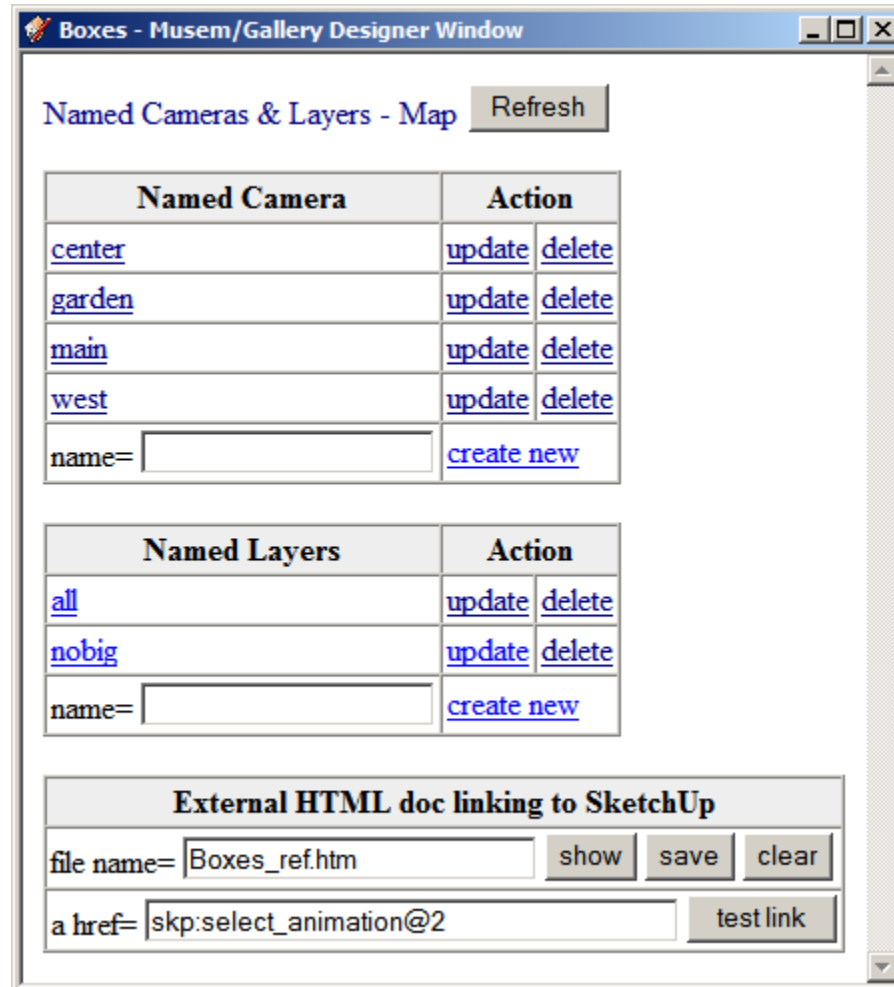
You may use either Menu “input boxes” or the “Designer Window”

- 1) Both save your setting into exactly the same place – SketchUp Model Attribute Dictionaries in the model SKP file itself



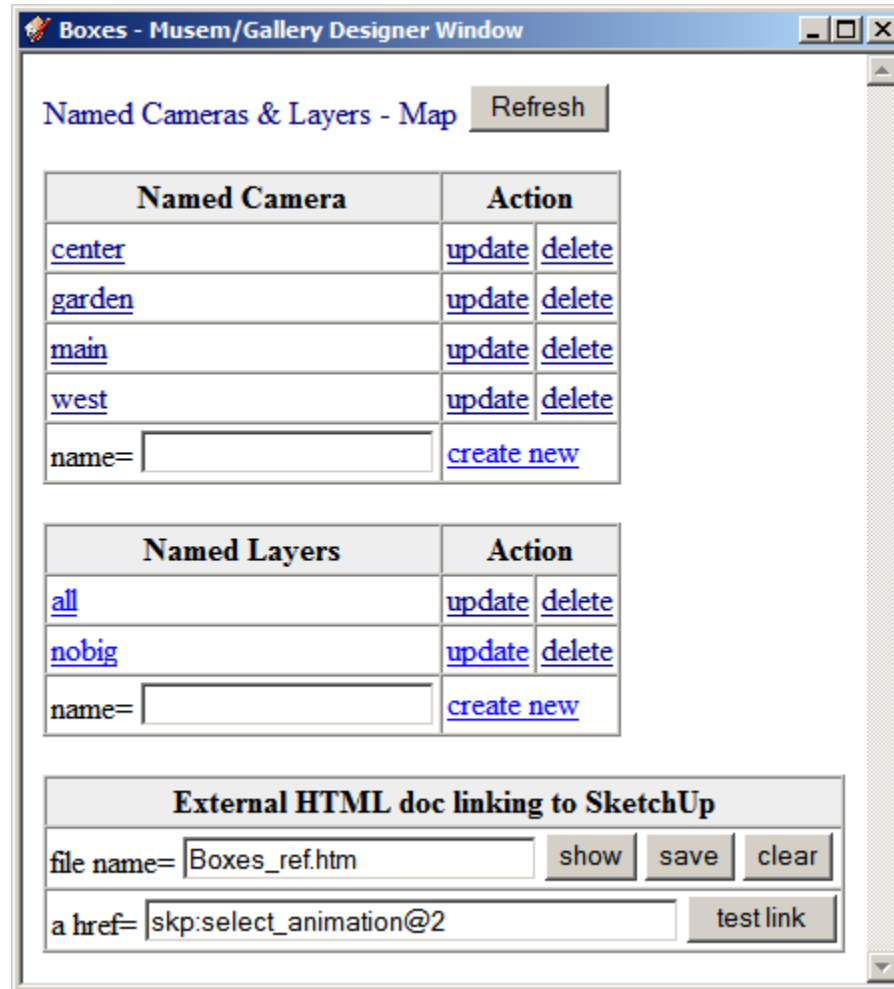
You should test links you designed your model to expose to external HTML documents

- 1) Type into the bottommost input box the “link” text and click the “test link” button – review reaction in SketchUp
(foreign languages might not be supported, stick to english names)
- 2) Create an HTML document and “link” as needed to previously tested links – start slowly with the simplest single link
(Try to stick to a single file, using frames, iframes, remote web sites is possible but out of the scope of this tutorial – and general HTML authoring issues will not be supported by author)
- 3) Your new HTML document **must** be opened from within SketchUp for links to work – *Continued on next page ...*



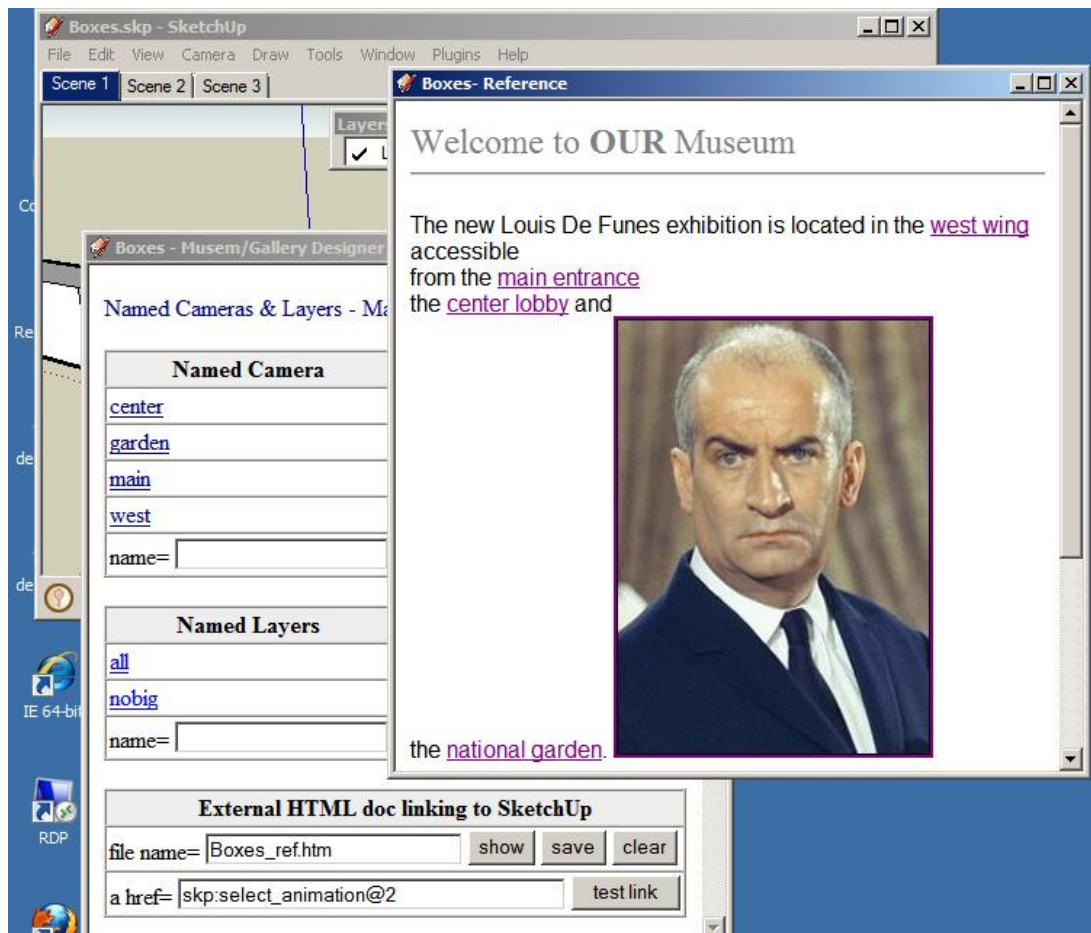
Your new HTML document **must** be opened from within SketchUp for links to work

- 1) **Copy** your HTML file into the **same folder** where your model SKP file is located
(foreign languages might not be supported, stick to english names)
- 2) **Type** the NAME of your HTML file in the input box **“file name=“**
(full name with extension, without folder portions)
- 3) Click the **“show”** button, to display and test your reference file



Your new HTML document **must** be opened from within SketchUp for links to work

- 1) Click the “**show**” button, to display and test your reference file
(if a new window does not open up – verify the exact full file name and location open the “SketchUp Ruby Console” – Menu → Window → Ruby Console – retry and note error messages)
- 2) You may click the “save” button to store the referencing file name in the SketchUp model
Every time this model will be opened up the plugin looks to see if a referencing file name is defined for this model and if it indeed is , the plugin tries to open and display it automatically without any additional interaction



Advanced Users

This plugin is based on the new WebDialog functionality introduced in SketchUp 7.

In addition to the four linkable reference options described before, the general “call_ruby” function is also exposed enabling an unlimited referencing options to any other developers plugins and functionalities.

```
function callRuby(ruby_name, msg) {  
  try {fake_url = 'skp:' + ruby_name + '@' + msg;  
      window.location.href = fake_url; }  
      catch(err) { alert(err.description); } }
```

Because of security implications this might not stay in future versions of this plugin.

More features and linking options are planned for this plugin
Come back for newer versions

In the official release all the attribute dictionary names and complete module,class,methods with be documented.

- 1) For more relevant information follow the Sketchucation forum
<http://forums.sketchucation.com/viewtopic.php?f=323&t=10946&st=0&sk=t&sd=a&start=120#p202306>