

Links Manager

For SU (free and Pro) 7 and higher
D. Bur - December 2010

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Name : sulinks.rb
Description : Set,Get/Edit and opens URL and-or files for any object in SU model
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Usage :
Date : 28.Oct.2004
Type : Tool
History: 1.0 (26.Oct.2004) - URL management
1.1 (28.Oct.2004) - File management
2.0. (25.Nov.2009) - Tool, cursors, WebDialogs
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This script is intended to provide SU users some basic links commands to set, delete, display, and visit URL and/or files associated with objects of the model.

1. Installation:

Unzip the archive in your "Plugins" folder of SketchUp, res-start SketchUp and you're ready.

Open the toolbar with the menu View > Toolbars > Links


You should have a new toolbar with a single icon:



This icon launches a single tool that does all: set a link, delete a link, display links, visit links.

2. Usage:

2.1. Set a link:

Click on the icon, the cursor changes and becomes a black arrow with a black ball next to it: 

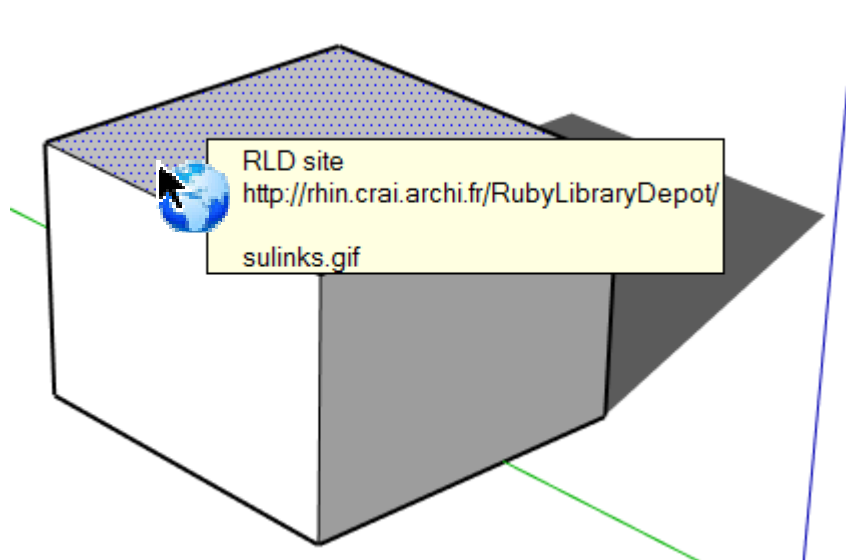
Click on an object to set a link and the below dialog box appears:



Type either an URL or a file path, or both.
Descriptions aren't mandatory, but they will appear later in the links tooltips when "mouse-overing" objects.

File pathes can be retrieved with the "Browse" button. This button becomes active when the cursor enters the "File" field.

Once an object has been linked to an URL, a file, or both, when the mouse over that object, the cursor becomes a small earth and the tooltip displays the links:



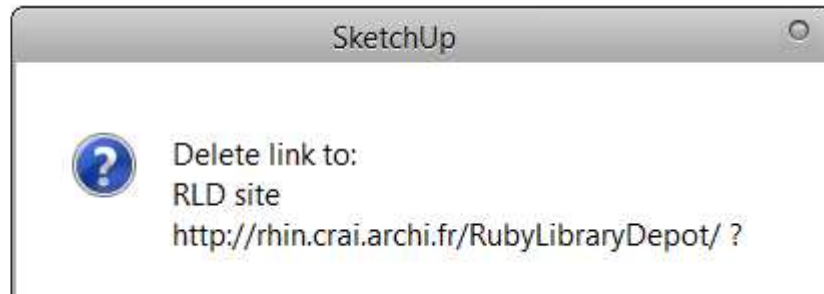
2.2. Display links:

Click on the icon, hit the Shift key: every object with a link or a file associated to it will be temporarily selected.

2.3. Delete a link:

Click on the icon, hit the Alt key and click an object.

You'll be asked to confirm deletion of the link and/or the associated file:



2.4. Open a link:

Click on the icon, hit the Ctrl key and click an object.

The URL (if set) is opened in your default browser, and the associated file (if set) is opened in your associated application.
