

# Lines2tubes for SketchUp v5 and higher (Free and Pro)

D. Bur, August 2008

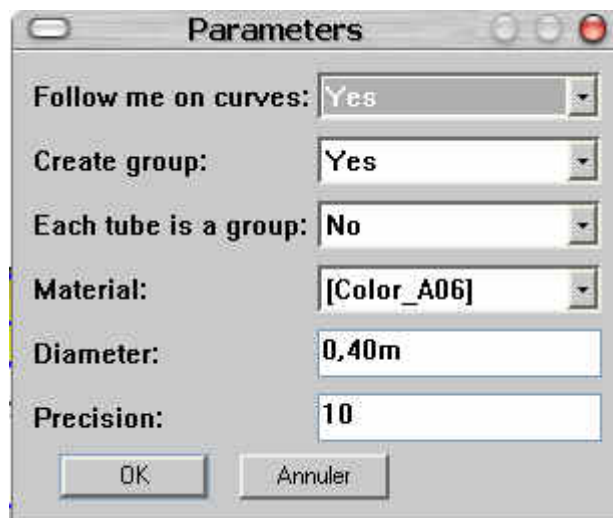
This script is intended to create a tube (or cylinder) on each edge of the selection.

## 1. Installation:

Move the file "lines2tubes.rb" to your Plugins folder. Restart SketchUp. You should find a "Convert arcs, circles, curves, lines to tubes" item in your "Tools" menu.

## 2. Usage:

- Select lines or curves in your model. Faces or other objects will be ignored (even if they are selected),
- Select "Convert arcs, circles, curves, lines to tubes" item in your "Tools" menu, the following dialog will be displayed:



### Follow me on curves:

If arc, circles, simple curves or bezier curves are selected, the script will perform a "follow me" on these objects instead of a regular push-pull for each of their edges.

### Create group:

When "Yes" is selected, all tubes are gathered in a single group. When "No" is selected, tubes are drawn regularly at the "model" level, or in the group or component you are editing.

**Each tube is a group:**

When "Yes" is selected, each tube will be gathered in a group. Selecting "Yes" in the above option will lead to a global group containing sub-groups. When "No" is selected, tubes are made of regular geometry.

**Material:**

Let you select a material to apply on all tubes. When there is no material in your model, the only material available is "Default".

**Diameter:**

Self-explanatory, diameter of the tubes.

**Precision:**

Enter a number of side faces for each tube. A value of 30 will create almost perfect cylinders but significantly increase the model size. A value of 3 will create triangular based prisms, a value of 4 square-based prisms.

**Last note:**

Watch the status bar to check the status of the process. Remember that SketchUp is slow at displaying newly created geometry, so be patient. A message displays what happened when the command ends.

