



Skalp for SketchUp 1.0: Getting Started
for SketchUp 2014

Please understand that your purchased License will NOT expire. It is just the BETA builds of Skalp that we need to force an expiry upon in order to make sure you are running a recent version. During BETA, features may undergo changes. Make sure to read the Release Notes section at the end of this document for more information. Thanks for your understanding.

Skalp for SketchUp 1.0: Getting Started for SketchUp 2014

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Introduction

This document covers the basics to get you started with Skalp, the next exciting must-have extension to SketchUp 2014.

We hope that you'll enjoy using Skalp and find this document informative.

If there is anything that you feel should be corrected, please let us know as we are passionate about providing a great experience.

Happy Skalping!

About Skalp for SketchUp 1.0

Skalp has been designed and built as an easy to use yet powerful Live Section Tool. It represents the key missing features needed to realize a long standing dream: Create your stunning plans and elevations inside SketchUp.

The Skalp development Team has its roots in architecture and 3D software, but that doesn't mean Skalp is for architects or Pro users only. SketchUp is being used in so many disciplines nowadays. Which is why we intended Skalp to be as 'generic' as possible. This means we do not want to change or disrupt your specific workflow. We feel Skalp should just try to respect whatever and however you're doing in SketchUp and simply boost your ability to create superb drawings.

As for the future of Skalp, we thank everybody who has purchased, spoken to us or helped us in any way. We plan to continue improving Skalp in many ways whilst keeping an affordable upgrade path. We always welcome new suggestions. If you'd like us to add or change something, by all means feel free to contact us.

Thank You!

The Skalp Team

Contact

To purchase Skalp and/or Skalp Pattern Designer, please visit:
<http://www.skalp4sketchup.com>

Support questions: support@skalp4sketchup.com
Questions on your purchase: sales@skalp4sketchup.com

Resellers: reseller@skalp4sketchup.com

Features

Skalp Sections

- Automatic hatch **patterned** cross sections.
- **Live** updates, all model changes are tracked on the fly.
- Use Styles to remap the look in each scene.
- Fully supports **nested** groups and components.
- Supports multiple drawing **scales** in one model.
- Neat user interface filled with relevant features.

Skalp Styles

- The same Section **represented** in multiple ways.
- Each Scene can have its own cross section style.
- Intuitive and powerful mapping **queries**.
- Assign by layer, material, hatching or tagging.
- Patterns adapt to the **drawing scale**.

Skalp Pattern Designer

- Make awesome **tileable** Pattern textures for your Skalp Sections.
- **Texturize** your model in a new creative way.
- Import a zillion standard **CAD patterns**.
- Build your own from scratch.
- Supports scales, transparency, colors & line widths.

Skalp Export

- Export to SketchUp Pro's **LayOut**. Persistent updates of Skalp sections in all scenes.
- Export to DXF includes real CAD **hatch patterns**.
- Batch export of scenes to **DXF**.

System requirements

- SketchUp Make 2014 or SketchUp Pro 2014
- Mac OSX 10.9.x + Safari 7.x
OR
- Microsoft Windows Vista, 7, 8 or higher + Internet Explorer 10 or higher
Note that SketchUp 2014 is not fully supported under windows XP (<http://help.sketchup.com/en/article/36208>)

Please do not attempt to run Skalp on earlier SketchUp versions, this will not work and is not supported.

Installation Notes

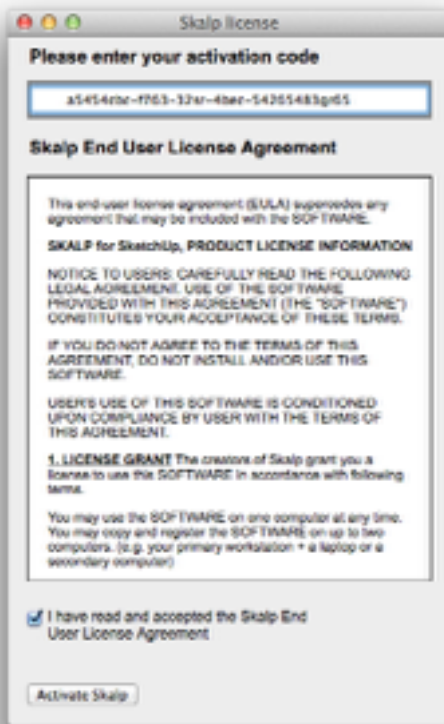
1. We recommend logging into your computer as an administrator before installing Skalp for SketchUp. This will make the installation go more smoothly and ensure that files get installed in the proper places.
2. Select: **Window > Preferences** (Microsoft Windows) or **SketchUp > Preferences** (Mac OS X). The Preferences dialog box is displayed.
3. Click on **Extensions**. The Extensions panel is displayed.
4. Click on the **Install Extension** button. The Open dialog box is displayed.
5. Locate the Skalp.rbz file to install.
6. Click on the **Open** button. Skalp should appear in the list of extensions and is ready to be activated.
More information on installing plugins in SketchUp:
<http://help.sketchup.com/en/article/38583>

First Run / Activating Skalp

1. Skalp needs to be activated upon first run.
An **internet connection** is needed ONCE for this process to succeed.



Click on one of the Skalp Toolbar icons.



You will be presented with a dialog where you need to fill in or paste **your license activation code:**

XXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX

This code was sent to you via email upon purchase.

Read the **Skalp End User License Agreement** and Check to **Accept**.

click on **Activate Skalp**

2. Skalp will try a **fully automatic activation**.

In case this doesn't succeed an email is sent to you with your '**Skalp.lic**' license file. The license file then needs to be placed manually as follows:

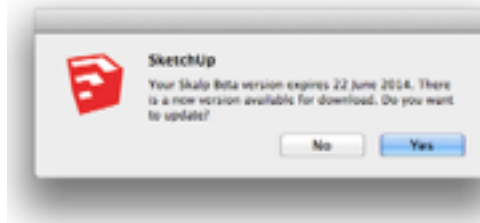
```
C:\Users\YOUR USERNAME\AppData\Roaming\SketchUp\SketchUp
2014\SketchUp\Plugins\Skalp\Skalp.lic (Microsoft Windows)
```

```
/Users/YOURNAME/Library/Application Support/SketchUp 2014/
SketchUp/Plugins/Skalp/Skalp.lic (Mac OS X)
```

To navigate to this hidden folder on Mac OS X: Open a new Finder window, **press and hold the Option** (left alt) key on your keyboard, the click **Go** in the menu bar > **Library > Application Support > SketchUp 2014 > SketchUp > Plugins**

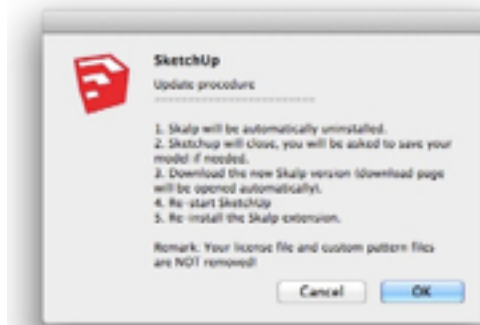
3. **Happy Skalping!**

Updating Skalp



1. Upon start Skalp checks to see if a new version is available for download. If this is the case a dialog will ask you whether you wish to update or not.

In case your current Skalp version is a **BETA** version, its **EXPIRY DATE** is also shown. **We strongly advise you to update Skalp before this date passes as you will have to update manually otherwise.**



2. If you accept, a second dialog shows up informing you what is about to happen. Skalp will clean your current installation. Your 'Skalp.lic' license file and any custom hatch patterns will NOT be removed.

3. After a successful uninstall you will be redirected to the [Skalp Product Downloads](#) page in your web browser. From there you can always download the latest version. After successfully downloading you have to reinstall Skalp as described in the **Installation Notes** above.
- MAKE SURE TO CLOSE AND REOPEN SKETCHUP BEFORE REINSTALLING SKALP**

In case your **Skalp BETA has EXPIRED** You can manually download the latest Skalp version from:

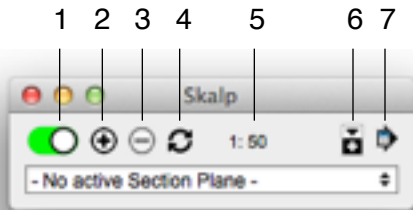
<http://download.skalp4sketchup.com/downloads/latest>

Please understand that your purchased License will NOT expire. It is just the BETA builds of Skalp that we need to force an expiry upon in order to make sure you are running a recent version. During BETA features may undergo changes. Make sure to read the Release Notes section at the end of this document for more information. Thanks for your understanding.

Start Using Skalp

1. Overview

Click on the Skalp Icon in the Skalp Toolbar to bring up the main Skalp dialog:



1. Activate / deactivate the Skalp Section. If you want to 'remember' this setting in a scene, use 'Save Skalp Settings to Scene' (7). When this slider button is red and you cannot turn it to green, this indicates no Skalp Section is available in the model and you have to create one first (2).

2. Add a new Skalp Section

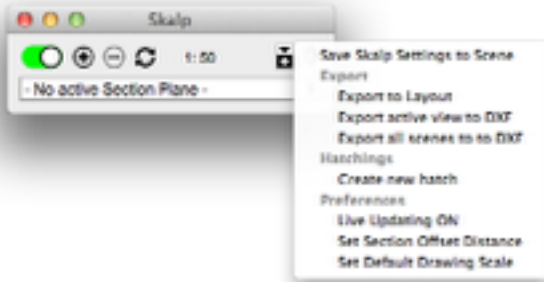
3. Delete a selected Skalp section

4. Force Update a Skalp section (normally not needed if automatic updating is on.)

5. Drawing Scale: Set the Scale at which you intend to print the selected Scene. This influences the size and resolution of the patterns generated by the Skalp Pattern Designer.

6. Show More: opens up the lower part of the dialog to show the 'Skalp Styles' editor. See '**Skalp Styles**'

7. Menu:



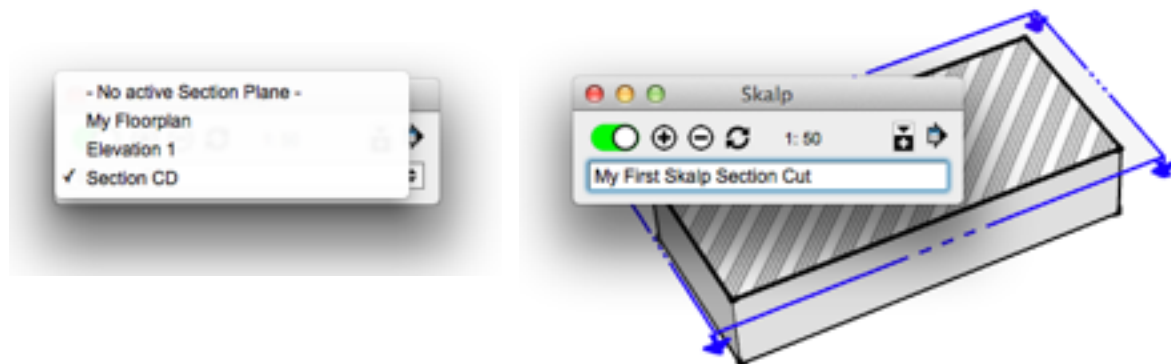
- Save Skalp Settings to Scene: store the active Skalp Section Plane and its settings in the current scene.

- Export to Layout: updates all Skalp Sections in all scenes. Brings all scenes in a consistent state, accesable even if Skalp is unavailable. This is useful for use inside Layout and to hand over your model to e.g. clients that have SketchUp but do not have Skalp.

- Export to DXF: saves a 2D DXF file of the Skalp Section into the directory of your model.

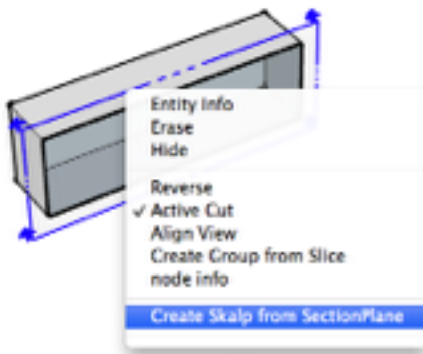
- Export all scenes to DXF: the same but all scenes at once.
- Preferences, Live Updating ON / OFF: toggles Skalp's automatic updating. Leave this ON under most circumstance. This option is intended to turn off Skalp automatic updating in case it would slow down your workflow too much on really big or complex models. When this option is turned OFF, you have to 'Force Update' (4) Skalp manually when needed. It is always a good idea to try to find and reduce the source of your model being 'slow' before reverting to switching this option OFF.
- Set Section Offset Distance: determines the 'depth' distance at which the Skalp section groups are offset from the standard Sketchup section plane. It depends on your hardware's 3D depth resolution how small you can set this offset before you begin to see parts of the Section result getting clipped. (e.d. on a recent macbook pro retina 0.1mm would be ok, on older hardware we recommend at least 1mm)
- Set Default Drawing Scale. Stored Drawing scale (5) preference that skalp will use when it is loaded next time.

8. drop down list to access all Skalp Sections in this model. Works in two directions: Either select a Skalp section from the list to activate the Section, or select a SectionPlane in the model and use this field to enter or change its name. Hit 'Enter' to confirm the new name.

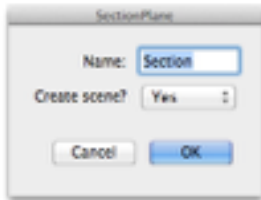


2. Convert an existing Section Plane to a Skalp Section

It is possible to convert existing section planes to Skalp Sections by selecting the section plane and then access its context menu by right clicking.



Select **Create Skalp from SectionPlane**



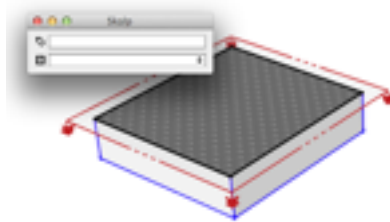
A dialog will ask you to **enter a name** for the new Skalp section

Optionally you can have Skalp **Create a Scene** and associate it with this Section.

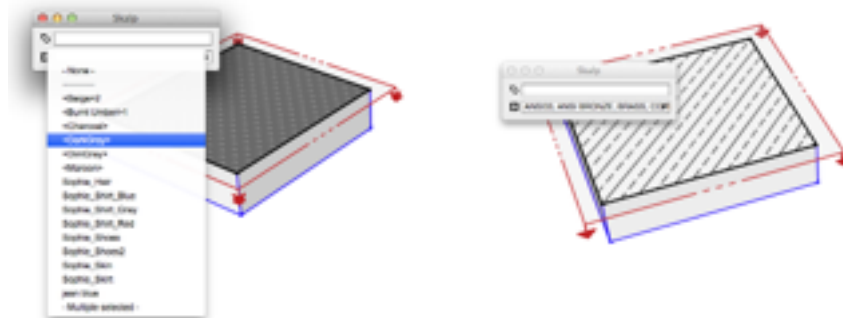
3. Assigning Section Materials (basic use)

Skalp uses several ways to determine how a cross sectioned object should be represented. In its most basic form it will look for 'meta data' that is attached to sketchup **groups** and/or **components**.

When one or more **groups or components** are **selected**, the main **Skalp dialog changes** to allow you to assign either a 'tag' or a **'material'**. Let's skip tag for now.



Open up the lower drop down list ('material') to bring up a list of all the materials currently available in this model for assignment. Notice how the list is divided in an upper and a lower part. The lower part shows all your normal SketchUp materials. The upper part is reserved for Skalp Patterns, made with the Skalp Pattern Designer. Pick one: the section representation of the selected object(s) is updated.



As an alternative, Patterns can also be attached to groups / components in the current sketchup selection set directly from inside the Pattern Designer dialog. Use the small 'Pattern assignment icon to the left of the pattern selector.

4. Using Scenes to manage Skalp Section visibility

Skalp manages all layer visibility states in each Scene automatically. Simply switching to another Scene will hide other sections and show the one stored in this scene.

If you want to have NO active Section in a Scene, switch the RED/GREEN slider button to red or select - No active Section Plane - in the Skalp Dialog and use 'Save skalp settings to Scene' to make sure this is 'remembered' on the current scene.

Try it out by opening the layer dialog. Switch Scenes and see what is happening to the layers. All Skalp layers are intended to be automatically managed and should not be changed. Doing so may cause unintended behavior, or you may notice that Skalp simply won't allow interference by restoring the layers state.

5. Updating Skalp Sections

By default Skalp Sections update automatically when needed. To accomplish this Skalp depends on a mechanism in SketchUp called 'Observers'. Different kind of actions are tracked in this way:

- Model actions: whenever entities in the model, in a group or in a component are modified, Skalp will prepare to update the section when an opportunity to do so presents itself. For some actions such as a 'move' or 'rotate' operation, Skalp will postpone the update as the user might still append values to the command via the value control box (VCB). As soon as the command finishes Skalp will update. For some operations, such as 'scale' the update occurs directly after each scaling operation.
- Switching Scenes: Skalp will update the active section plane for that scene
- Visibility: turning on or off layers will be reflected in the Section Cut. This also happens for hiding or showing model entities.

Automatic updating can be disabled from the preference settings.

6. Skalp Styles (advanced use)

Dynamically change and tweak the looks of a Skalp Section.

Think of **Skalp Styles** as queries, or recipes, **stored on a Scene**. As such Skalp Styles can **override** the looks of one or more Section Cutted groups or components in their respective Scene.

Why would I need this, you ask? Some examples:

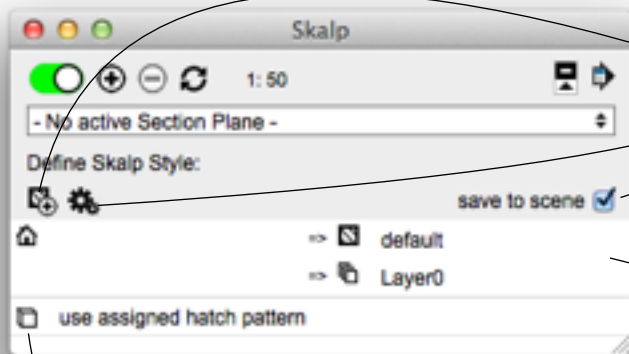
Suppose you have a floor plan at 1:48 with nice hatchings and colors. You already have this set up in a Scene and have that Scene coupled with Trimble Layout for instance. Now what if you want to print or show a variant of the same plan on a smaller scale with a more simplified preliminary look?

Instead of creating a new Section cut you can now simply **duplicate the original Scene and directly start tweaking its Skalp Style** there. Override some elements to show up a poché with a simple solid light grey for instance.

Or have a scene that marks some elements for demolition in red for instance.

Are you getting it? This is powerful real pro stuff.

How do I get started?



First: **open** up the '**Define Skalp Style:**' part of the main Skalp dialog by clicking 'show 'more'.

1. **Adds a new line** to the Skalp Style

2. **Edit** the Skalp Style (toggle on/off)

3. **Store** the current style on the active Scene

4. **Default Style mapping**. First A Skalp Style will look at the **entire model** and map the Section cut of all elements to the material as set here. The Skalp Section itself will be placed on a layer as set here. Change these by clicking on the 'default' material and/or on the default 'Layer0'.

5. By default one **override** is already set. 'use assigned hatch pattern' Without this rule Skalp wouldn't be able to pick up the basic meta-data', as explained in '3. Assigning Section Materials'. You can re-add this line if needed by creating a new line, **click on its left most symbol** and select '**object**'. This line tells Skalp to query the model for '**objects**' (**groups** and **components**) that have Skalp material-data attached to them. If found, this will override the default style mapping for such an object. Add extra lines and to tweak the Section.
- On each line the LEFT part represents its input, the RIGHT part its resulting output mapping.

Each line can look at different aspects of the model based on 'layer', 'tag', 'pattern', 'material', 'object' or 'scene'

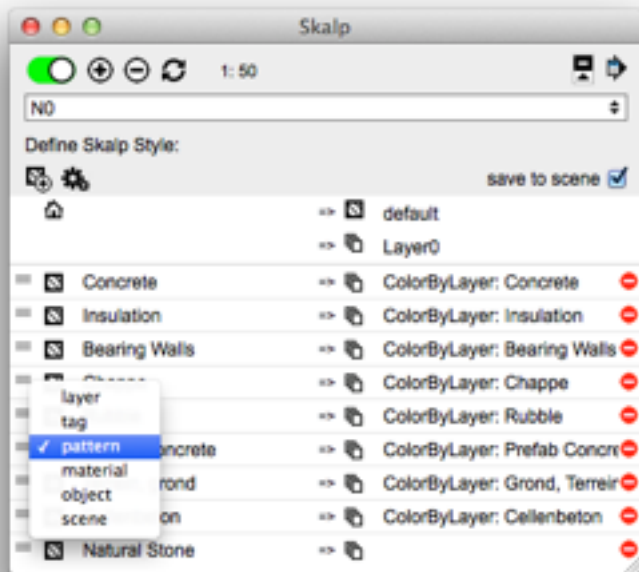
Building a Skalp Style

6. Understanding a Skalp Style

Sorry, this section is currently under construction.

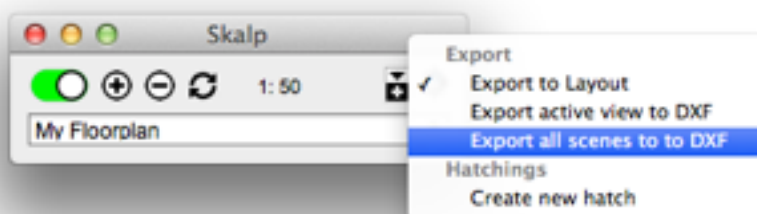
7. Understanding the Styles Editor

Sorry, this section is currently under construction.



7. Export to Layout / Pass your model to Non Skalp SketchUp users

1. When you embed your SketchUp model in a Layout file (Layout is available only with SketchUp Pro), this feature needed to keep all all scenes that contain Skalp sections up to date.
2. It is extremely easy to use: just click 'Export to Layout' before saving your model. If you then update your model in Layout all Skalp Section should perfectly up to date, including their respective Skalp Styles. That's it.
3. If you want to pass your model to other SketchUp users that don't have Skalp, you can use 'Export to Layout' to create a static version of the model that has all the sections in all scenes set up correctly with the correct layer visibility states.



*Some technical explanation on what happens behind the scenes here:
Scenes in SketchUp do not actually store a complete static state of the model, but rather store a sort of a recipe on how to change the active viewport. When the active viewport changes, lots of things change such as layer and entity visibility states, camera position etc... For Skalp in order to update, lots of calculations need to be done. However these things cannot be run inside Layout. So 'Skalp Export to Layout' works around this issue by putting a special (normally hidden) Section group in each Scene especially for Layout.*

8. Export to DXF

1. *Sorry, this section is currently under construction.*

Start Using Pattern Designer

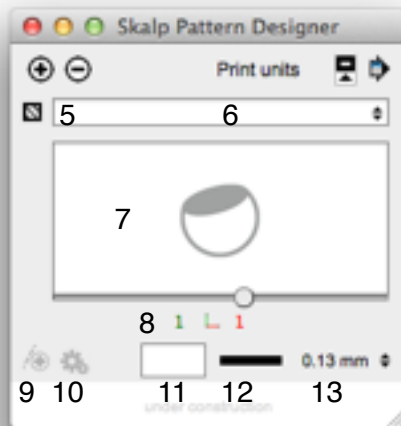
1. Overview

Click on the Brick Wall like Toolbar Icon in the Skalp Toolbar to bring up the main Skalp Pattern Designer dialog:



1 2

3 4



1. Adds the currently selected Pattern to the SketchUp material dialog. This also prepares the Pattern to be assigned as a Skalp Section material.

2. Deletes the material form SketchUp material dialog.
Pattern Scale

3. Brings up more options to customize the patterns attributes.

4. Menu: manage import and export of Pattern files.

5. Assignment Icon: assigns the selected pattern to the groups / components in the current SketchUp selection set.

6. Pattern selector, also allows you to rename the pattern to a custom name.

7. Pattern preview windows with slider to zoom the pattern. Attention: the zooming has no influence on the actual pattern scale, use 8 and 9 to set its size.

8. Calibrate the pattern size by changing of the length of the red X and/ or green Y gauges. Click on these numbers to edit its values. Use small values to start with (e.g. 0.3) to start with, as too large numbers will force skalp to create very large png textures which may be very slow.

9. and 10. sorry, feature under construction.

11. Pattern Background color. Click to open color picker.

12. Pattern Line color. Click to open color picker.

13. Determine Pattern Line Width. This will change the pattern line width in the generated pattern texture. (line widths are not yet shown in the preview window.)

You can also check our Youtube chanel:

Basic tutorial on how to create and assign a Skalp section cut material.

<http://youtu.be/BYuzuTranIM>

2. Using and Creating Pattern Textures

Before you can use a Skalp Pattern, you have to prepare it for use.

1. Load a pattern by selecting it's name from the drop down list.

2. An autocad pattern definition is read and a preview is shown. Autocad pattern files are unit-less. That means they do not have a scale. So in order to use them, you have to 'calibrate' them. This is the reason why a red and green gauge is drawn on the preview.
3. Define the actual size of the pattern. Do this by clicking the 'Show more' option and change the numbers shown directly below the preview. This will change the scale at which the pattern will be created.

Sorry, this section is still currently under construction.

3. Preparing Patterns for use in your Skalp Sections

Sorry, this section is currently under construction.

4. Using Patterns for use as textures in your model

Sorry, this section is currently under construction.

Frequently asked Questions

Q. After putting in a Section, I cannot hide the Section Cut. When in an Elevation, Skalp does not allow me to turn off layers when I do not need it to be shown. How do I HIDE a section cut or how can I have a Scene WITHOUT a section Cut?

A. Short answer: Select '- No active Section Plane -' in the Skalp dialog and update the scene. Leave the green slider set to green, switch between scenes.

Long Answer:

- 1) All layer visibility management is done automatically in Skalp.
- 2) **Leave the red/green slider to green.** This is NOT to deactivate the section, it just deactivates the automatic updating.
- 3) You have to **select '- No active Section Plane -'** in the Skalp dialog.
- 4) Now **create or update a Scene.**

That's it. Now try switching back and forth between scenes with and without Skalp Sections in them.

Q. Can I install Skalp on my second computer?

A. Yes! You can install Skalp on 2 computers! (with limitations)

As stated in the End User License Agreement: "*You may use the SOFTWARE on one computer at any time. You may copy and register the SOFTWARE on up to two computers. (e.g. your primary workstation + a laptop or a secondary computer)*"

So please go ahead and activate Skalp on both of your computers. You may copy over the Skalp.rbz, but you cannot copy the Skalp.lic from one computer over to another. That needs to be created from our server whilst having an internet connection during the activation. You can use your activation code on 2 machines. also in case you would re-install or loose the Skalp.lic file, simply re-install Skalp en and reactivate it with your License Activation Code.

Q. When I select one or more groups or components, I open up the lower drop down list ('material'): in the lower part I can see all my normal SketchUp materials, but in the upper part I don't see Skalp Patterns.

A. You have to create and add the patterns you would like to use from the pattern designer dialog. (But maybe you did, hang on...) The material should show up in the upper part of the Skalp dialog. However there is a known issue that this list does not get updated when elements in the model are selected during the creation of the pattern. Try to deselect everything and then re-open the drop down list.

Trouble Shooting

Problem: I never got my license key, auto activate did not work for me.

Answer: Please contact support@skalp4sketchup and provide as much as you can from the following checklist:

- 1: Your name, or any information we can use to look up your record in our database.
- 2: Did receive your license activation code and the skalp.rbz download link in the mail?
- 3: Are you on Windows or on OSX? Which version? If under virtualization (e.g. Parallels, Vmware,...) mention that also.
- 3: What kind of behavior are you seeing exactly? Do you get to see the Skalp toolbar icons? If so, could you open sketchUp's ruby console and then click on a skalp icon. Do you get an error message on the console? If so, send us that.
- 4: If you see Skalps icon, then you most likely also see a Skalp menu item in SketchUp under 'plugins'. Copy me the info you get for 'Info from support' there.
- 5: In case you are on windows: from the windows 'start' search field type 'cmd' <enter> Type 'ipconfig /all' <enter> and send us a copy of that also.



Skalp 1.0 BETA

07/27/2014

Version: 1.0.0065 BETA, EXPIRES 08/30/2014, UPDATES WILL BE PROVIDED

Disclaimer / Additions to the End User License Agreement:

1. Before using this product you have to acknowledge the following: This product consists of an **early public BETA release**. Some posted product features are still missing, unstable or are not fully implemented yet. See 'Known Issues' below. Make sure you also read and accept the Skalp End User Agreement (EULA) before using this product.
2. If you bought Skalp, then your **license is PERMANENT**. A right to use all 1.x.x versions of Skalp is granted to you. It is CRUCIAL that you keep your activation code in a safe place, as this might be needed to reactivate future updates to the product. Your license activation code comes in the form xxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxxx. You can find it in the mail you received upon purchasing Skalp from our web store.
3. IMPORTANT NOTE: On all Skalp BETA releases following temporary limitations apply: The product itself is hard coded to EXPIRE. Please note that this does NOT invalidate your license. You will be notified before the expiry date to update the product to a newer version. Upon final release the product will no longer expire.
4. If you are unable to agree to any of the above conditions, for whatever reason, please contact us at sales@skalp4sketchup.com. If we are unable to provide you with an adequate solution, you must refrain from using the software. In such case we can offer you a refund. If you have further questions and/ or suggestions please send these to support@skalp4sketchup.com

Release Notes

Fixes in Version 1.0.0065:

SKALP

- fixed an issue that caused the 'Toggle Section Display' setting to turn on when it shouldn't.
- fixed a problem on license validation in some specific cases.
- correction on removing the live sectiongroup when editing in context
- corrected direction of loops in sectiongroup (partial fix for 'validity check' error)
- deleting faces in context or model now triggers update section
- Scaled materials are no longer shown in the skalp styles listbox
- Fix adding multiple copies of the default skalp material to the sketchup material dialog
- loading multi-line Skalp styles is now faster.
- Skalp styles no longer update 2x upon scene change.
- Skalp section groups are now locked (tampering with the section groups could cause problems)
- A new Scene that has an active Skalp section now has its Skalp Style setting 'save to scene' checked by default.

PATTERN DESIGNER

- NEW: If you remove the default skalp.pat file, Skalp will repair this file to its default state on next startup. ATTENTION: It is recommended to add separate files in the directory to add your custom *.pat files containing one or more pattern definitions. Skalp will read all *.pat files under Resources/hatchpats. Subdirectories will also be searched for *.pat files.
- NEW: The small material icon on the Pattern Designer dialog can now be used to assign skalp pattern materials directly to selected SketchUp elements.

Fixes in Version 1.0.0046:

SKALP

- CHANGED BEHAVIOR: Live section update is now a preference which can be turned on or off in the menu of the Skalp dialog. When live update is turned of the section names are displayed in red.
- CHANGED BEHAVIOR: The green / red slider button now indicates if there is a section plane active. Sliding the slider to red effectively deactivates the active section plane and sets the section name field to 'no active sectionplane'. Sliding the button to green re-activates the last used active sectionplane.
- NEW: Section offset distance can be set with a preference (menu Skalp dialog). Default is set to 1mm (was 3mm in previous version). On a macbook retina it can be set as low as 0.1mm.
- NEW: Changing the scale of a section will change the scale of the Skalp material. The look of the texture will be the same in each scale when printed at the intended scale. If you want a different look create a different material and use the Skalp styles to assign it to the desired Scene.
- NEW: Scene selector type in Skalp Styles to use the Skalp Style of another Scene.

- Auto save of the SketchUp model after export to layout function
- Stability fixes

PATTERN DESIGNER

- Removed scale indication from Pattern Designer dialog.
- Editing a material will edit all different scales of the same material
- Added patterns

Fixes in Version 1.0.0038:

SKALP

- fixed overlapping text with the selection arrows of the hatch selecting dialog.
- some input fields of the dialog were not editable
- Multiple sections dialog coming up issue should be fixed. (finally!) This was still broken when converting an existing SketchUp Section to a Skalp Section with 'Create Skalp from SectionPlane from the context menu.'
- multiple opening modal dialogbox (create scene) on Windows (SketchUp bug modal dialog inside a non-repeating timer)
- if you click on the pattern icon in front of the define sectionmaterial selection field, the selected material (if it's Skalp material) is opened in the pattern designer ready to edit
- DXF export, error in line endings on windows prevented file from loading.

PATTERN DESIGNER

- Materials will be added or modified automatically when leaving the dialogbox.
- The delete button had a problem.
- It wasn't possible to edit the rgb field of the colorpicker. This is fixed now
- Some input fields of the dialog were not editable
- The add (+) button now clears the dialog so you can start building a new material.
- Colorpicker is set to the correct color when editing existing materials.
- lineweights in mm now give the correct thickness
- lineweights stored in inch are correctly converted back to mm or pt penwidthts
- gauge only visible in edit mode
- auto update on window blur happens only when something is changed
- show update symbol when something is changed
- fix rounding y-value of the gauge

Fixes in Version 1.0.0023:

- An issue in Windows that causes the section dialog to appear many times, which as a result would crash Skalp. *This fix needs testing, more work might be needed. Please inform us if you still see this bug.*
- Removed an ignored hatch pattern that had syntax errors
- DXF export save path corrected (still temporarily hard-coded to be the same path that holds the model you exported from.)
- A fix in Skalp auto update mechanism.
*When updating to a new version: **in some cases** you will now be asked to restart your*

*computer. Make sure you do this **if asked**. Before the reboot Sketchup will inform you that the extension was successfully installed, but this is incorrect. After the reboot Skalp will finish its update process correctly. (This reboot needed scenario happens only when SketchUp keeps SkalpC.so locked.)*

New:

- Added more info to the 'Info for support' window'. *In case you encounter problems, providing us with this info will help us to understand the problem and fix it.*

General Issues

- SketchUp 2014 itself has a problem loading the Ruby standard Library when you have opened SketchUp by clicking a SketchUp file instead of opening the Sketchup Application icon. This will be fixed in SketchUp 2014's next maintenance release. Make sure to always open SketchUp from it's Icon.
This problem can be identified if for instance you get an error 'Error Loading File SecureRandom' on the Ruby Console. This problem is unavoidable on windows XP, therefor skalp cannot run under windows xp.
- There may be **conflicts with other plugins**. Especially those that make use of SketchUp Observers. As a workaround temporarily move your plugins out of your plugin folder and run Skalp.
If you would like to really help us fixing this, try to determine what plugins are conflicting by re-adding your plugins one by one, test Skalp on each iteration. This might be cumbersome, we are not forcing you, but if you catch a problematic conflicting plugin, we could help workaround it for all.
- If you have Dibac running, this will prevent Skalp from working as intended.
- Older versions of 3DRubyWindow (rs_window) have a conflict with Skalp. *Please upgrade 3DRubyWindow from the Extension Warehouse to version 3.0*
- If you entered **no company** upon purchase may you need to contact us as this will prevent Skalp from running. We will enter a company in our database. Next you should delete your Skalp.lic file and then reactivate Skalp using your License Activation Code.
- Skalp Dialog: buttons do not work properly on OSX 8.5 with Safari 6.1.4 > Upgrade to Mavericks + Safari 7.0.3 (we are investigating if we can work around)

Skalp:

- Instability: This is top priority in this first BETA. Here is some advise in case you encounter problems:
 - In case Skalp stops responding, or doesn't update anymore.
First save or backup your model.
In many cases you can fix this by unloading and reloading Skalp by clicking twice on the Skalp Tool Icon.
In case the problem persists, it might be necessary to restart SketchUp.
 - In case the error is reproducible, you might have found a bug. Please open SketchUp's Ruby Console (Windows > Ruby Console) and try to reproduce the problem. If you see an error message on the console, please copy this. You can help us fixing it as soon as possible by sending a clear reproducible discription of the problem along with the associated error message from the Ruby Console to

bugs@skalp4sketchup.com We will fix as many problems as we can as soon as possible.

- You might get an unwarranted message from one of Skalps security checkings in this version. This mechanism is intended to make sure you have a recent version of Skalp and your license is ok. If this persists, please contact us.
- Basic user manual, tutorials needed. This is high priority, work is currently in progress. We had a choice: Either postpone the release further or release as planned and build / update from there. We opted the latter, guessing you'd rather have your hands on Skalp now.
- On Windows: adding the first Skalp section to the model is slow, subsequent sections should perform as expected.
- Units: Skalp is designed to follow the models units as set in the model info > units dialog. However, there are some issues with this is this build.
- DXF export currently only exports current scene and only saves to the current SU model directory.
- DXF export is limited to basic functionality, layer mapping needed.
- DXF export does not work when your model is opened from inside layout. (the sketchup files path isn't valid, and the current implementation of DXF export is hard coded to adhere to that path. We need to change and improve this behavior.
- DXF export scaling issue on exported hatch patterns, causes recent autocad versions to not show the patterns.
- Translations: Only English is supported in this version.
- Clicking 'show more', to show the Skalp Styles can be very slow when multiple lines are defined in the Skalp Style.
- Skalp Styles: on windows update scene fires later than intended.
- Skalp Styles: sometimes a style override is ignored when changing scenes
- On windows: Skalp Auto Update has issues. Manually clean Skalp from your plugin directory
- A conflict with Rich Section plugin causes Skalp to crash.
Workaround: uninstall rich section, we will try to create a solution, but this might take time.
- Validity Check error on saving the model. This is caused by 'double' faces inside the Skalp generated section group. This happens when sometimes faces that are removed from a context (e.g. moved from the model into a group or component) are not properly tracked. If you force update the Skalp sections before saving, this should prevent the error. The error will not harm your model. It is on our list to fix.

Pattern Designer:

- Pattern Designer in this version is due to get serious user interface changes in the near future. We are aware of its user interface glitches.
- Missing Features (expected to be included in one of the next beta updates)
- User interface to IMPORT new pattern files. This will change very soon, but for now, new *.pat pattern files can be manually placed in:

```
C:\Users\YOUR_USERNAME\AppData\Roaming\SketchUp\SketchUp
```


2014\SketchUp\Plugins\Skalp\Resources\hatchpats\ (Microsoft Windows)

/Users/YOURNAME/Library/Application Support/SketchUp 2014/SketchUp/Plugins/Skalp/Resources/hatchpats/ (Mac OS X)

On Mac OS X, to access this hidden folder: Open a new Finder window, press and hold the Option (left alt) key on your keyboard, then click Go in the menu bar > Library > Application Support > SketchUp 2014 > SketchUp > Plugins

- Editor in the user interface to edit the pattern definitions files themselves. This will be implemented in the white space at the bottom of the Pattern Designer dialog.
- Trying to make a pattern too large may be very slow or even crash.
- Editing an existing Skalp material doesn't load its colors and line widths correctly.
- Creating a new Pattern should reset the color values.
- Zooming before a pattern is first load, loads last preview from cache.
- Line widths: 'mm' widths can be broken on some installation, pt widths should work.
- Line widths are not yet shown in the pattern preview window.