

for SketchUp 2016 and higher (Free and Pro) – D. Bur – July 2020

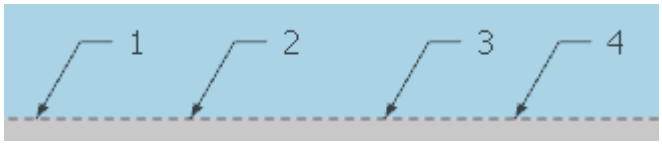
NumberingTexts is a plugin that helps you create text sequences with configurable content and label: prefix, incremental number or string, suffix, extrusion, etc.

After install, you should see a toolbar pop-up with 2 icons:

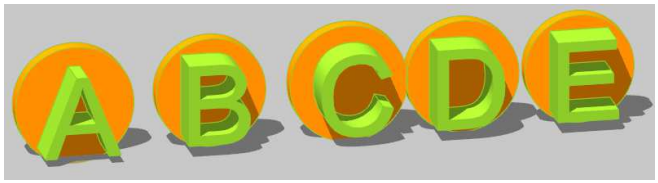


❶ ❷

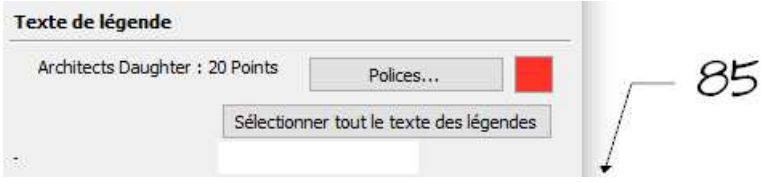
❶ will create a 2D text sequence e.g. like this one:



❷ will create a 3D text sequence e.g. like this one:



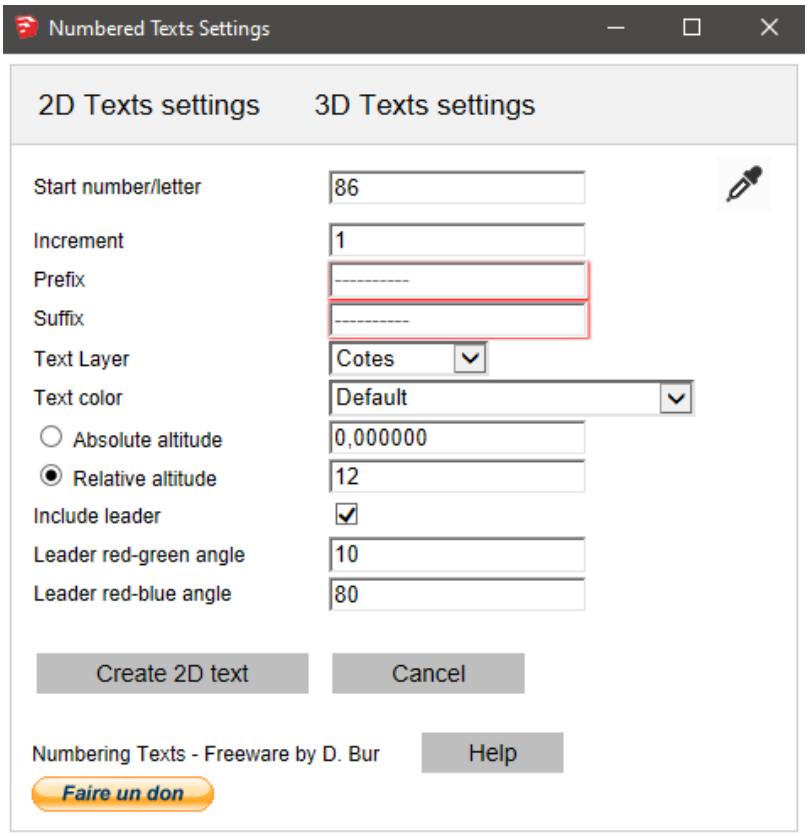
- Text is incremented automatically between each point you click to insert the texts, to get series like AA AB … AZ BA BB... or 10 15 20 25... or 100 99 98… or -1 -2 -3…
- 2D Text uses the font and font size that is set in the "Model Info" panel:



- 3D text uses the font and font size as set in the 3D settings tab of the plugin.

Clicking on ❶ or ❷ displays the same dialog box with the relevant tab activated.

❶ 2D texts settings:



Start number/letter: this is the initial text to start the serie. Number can be positive or negative. A string of letters can be from 1 to 20 letters long.

1 will create a sequence like 1,2,3,4...
A will create a sequence like A,B,C,D...
AA will create a sequence like AA,AB,AC...

Increment:
The step to be added to the number/letter at each iteration.

1 will create a sequence like 1,2,3,4... (with initial number 1)
5 will create a sequence like 1,6,11,16... (with initial number 1)
2 will create a sequence like AA,AC,AE,AG... (with initial string AA)

Prefix:
A string or number that appears before the text (can include spaces).

Suffix:
A string or number that appears after the text (can include spaces).
Text Layer:
The layer (or tag) on which you want to put the text.

Text Color:
The material of the text. Select one of the materials of your model.

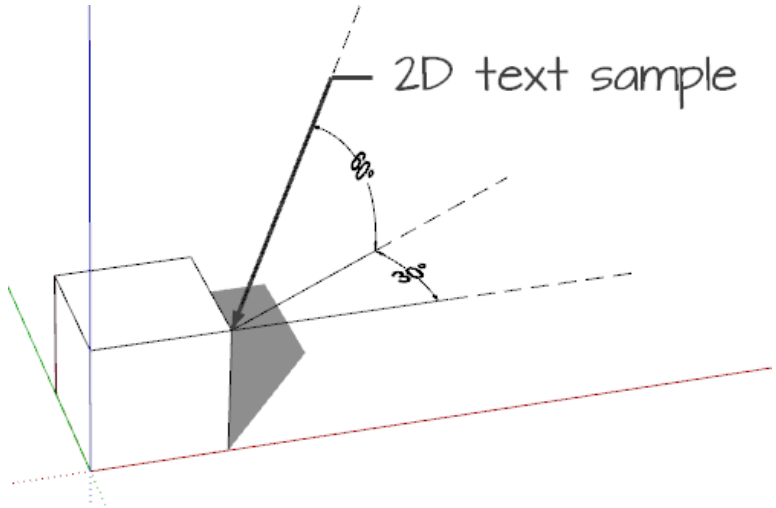
Absolute altitude:
The elevation above red-green plane where the text will be inserted, now matter the Z coordinate of the point you click.

Relative altitude:
The elevation above the point you click, where the text will be inserted.

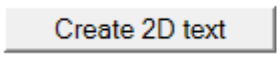
Include leader:
Will create a leader between the point you click and the text. This option is only functional when relative altitude is selected.

Leader red-green angle:
Will rotate the leader around the Z axis by the angle you set (0° to 180°).

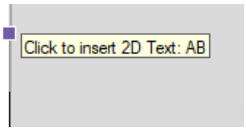
Leader red-blue angle:
Will rotate the leader above the red-green plane by the angle you set (0° to 180°).

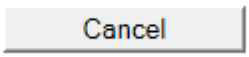


The above figure shows a 2D text created with a leader red-green angle of 30° and a red-blue angle of 60°.



Starts the sequence of texts, the tooltip displays the text to come.





Cancel operation and closes the dialog.

Shift Modifier:

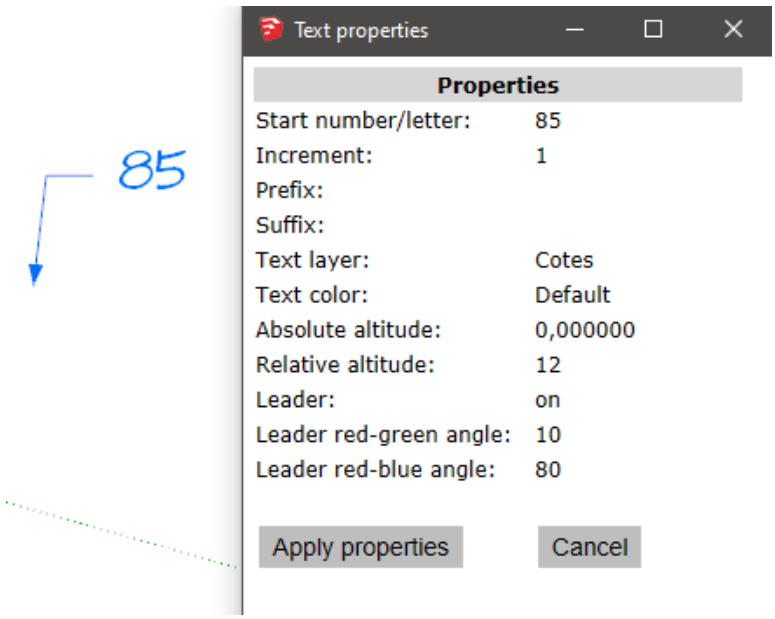
There are 2 modes to insert 2D texts: standard and "atPoint".

The **Shift** key activates the "atPoint" mode, so texts will be inserted at the points you click, regardless of absolute/relative altitudes.
Hit **Shift** again to return back to standard mode.

Eyedropper use:

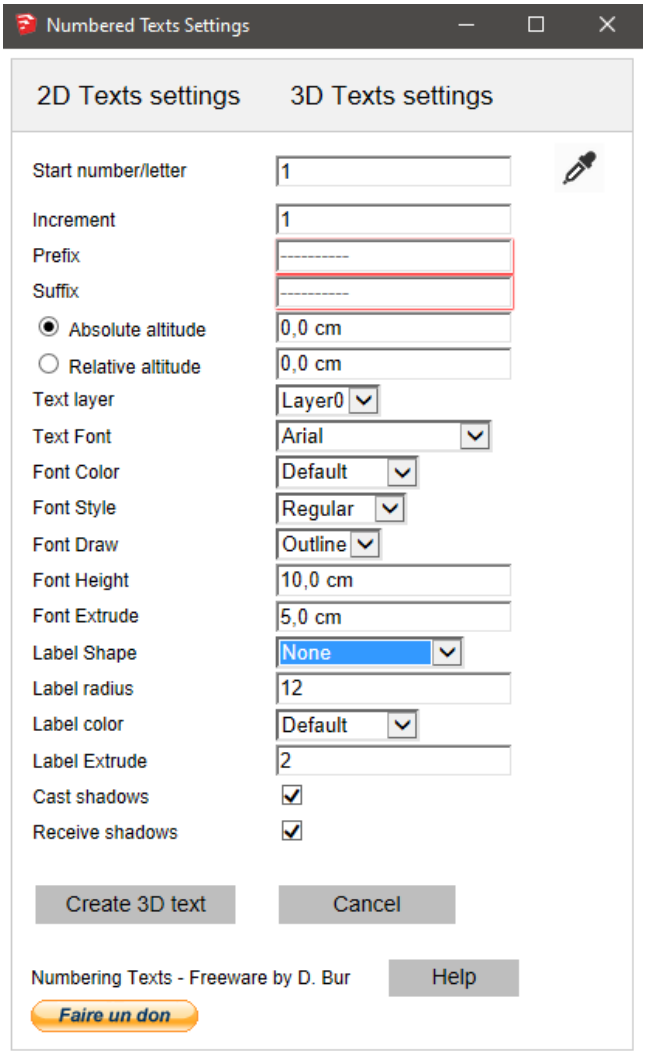
The eyedropper lets you select a text to quickly retrieve its properties and start a new texts series without resetting each property manually.

Click on the eyedropper icon and select a valid text (either 2D or 3D).
This will display another dialog next to the main dialog, e.g.:



Click on **Apply properties** to fill the main dialog with these properties.
Click on **Cancel** to return to the main dialog.

❷ 3D texts settings:



Start number: Ditto 2D text

Increment: Ditto 2D text

Prefix: Ditto 2D text

Suffix: Ditto 2D text

Absolute altitude: Ditto text 2D

Relative altitude: Ditto text 2D

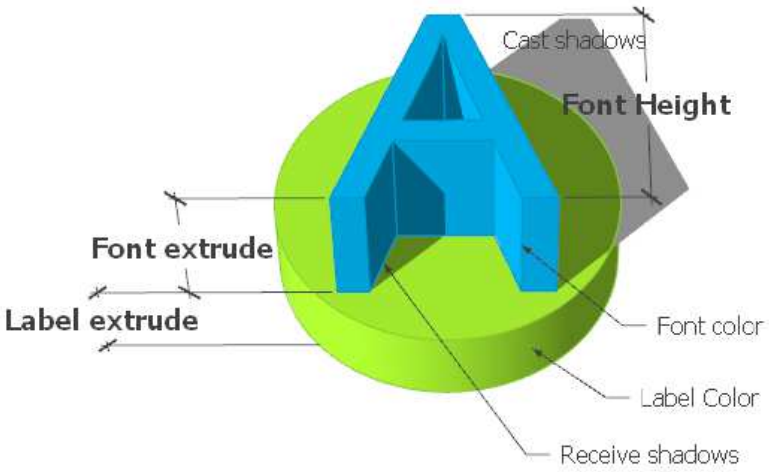
Text Layer: Ditto 2D text.

Text Font:
Select the font of the text (all common fonts to PC and Mac available).

Font Color:
The material of the text. Select one of the materials of your model.

Font Style:
Select Regular, Bold, Italic, or Bold Italic.

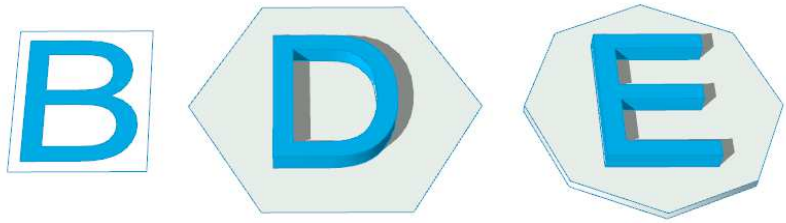
Font Draw:
Select Outline or Filled. Outline is for flat text only (Font extrude = 0), filled is either for flat text or extruded text.



Font Height:
Input the height of the letters, using your model unit.

Font Extrude:
Input the extrusion height of the letters, using your model unit.

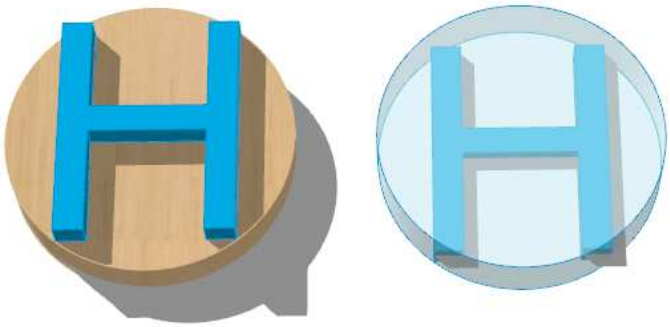
Label Shape:
Select either a wire shape or a face shape, among Box, Circle, Hexagon or Octagon. Select None if you don't want any label.



Box (wire) *Hexagon (face)* *Octagon (face) extrude > 0*

Label radius:
If this value is set to 0, radius of circle, hexagon and octagon are computed so the text is entirely contained in the label.
If you want to set a constant radius value, enter it here, using the current unit.

Label Color:
The material of the label. Select one of the materials of your model.
Label Extrude:
The height of the label. It can be negative or positive. A negative value requires a transparent label color to see the text, as if it was enclosed in a glass box.



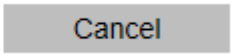
Label extrude >0 *Label extrude <0*

Cast/Receive shadows checkboxes:
Tick the box(es) if you want your texts and labels to cast or receive shadows respectively.

Buttons:



Starts the sequence of texts insertions.



Cancel operation and closes the dialog.

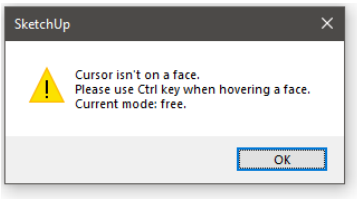
Operation modifiers after having inserted a text:

There are 2 modes to orient the 3D texts: "Free" and "Stick on face".

Free mode:
- click a point to insert the text, it will be created parallel to the red-green plane at first.
- use the left-right-up-down arrow keys to rotate it (24 orientations available). Next texts will be inserted respecting this direction, as long as you don't change it.

Stick on face mode:

- switching between modes is done by hitting the **Ctrl** key.
- stick on face mode will only be set if the cursor is hovering a face. If not, a message will tell you so:

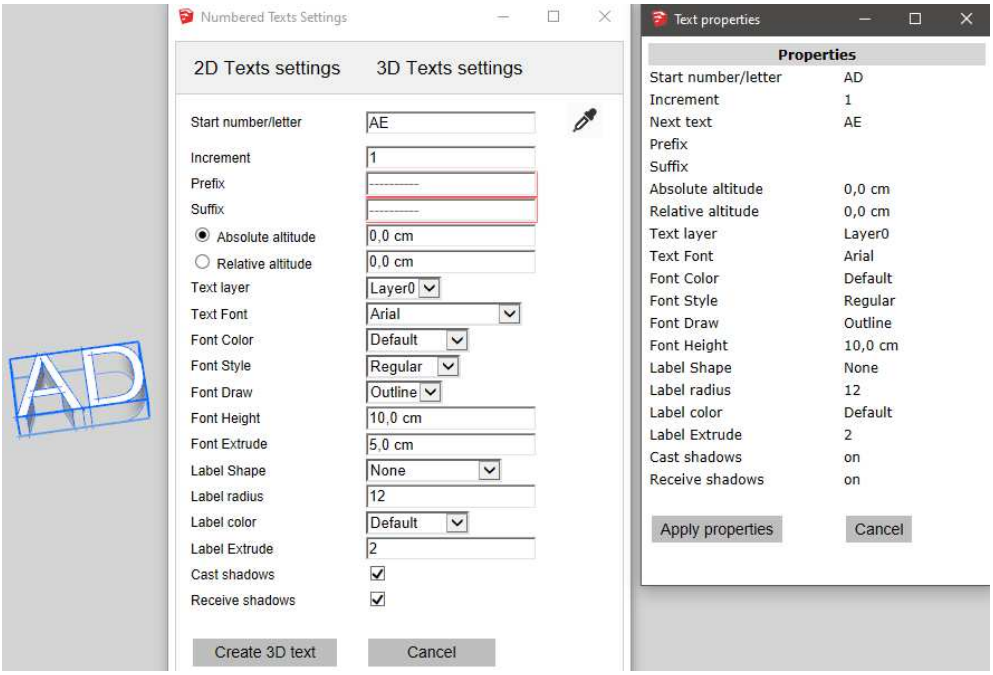


- once this mode is active, click a point and the text will be created in the face plane.
- clicking on another face will create the next text, respecting this face plane.
- clicking outside any face will create the next text, respecting the last clicked face plane.
- arrows keys can also be used to rotate the sticking texts.
- when inserting 3D texts on components, please go inside the component before sticking a text on a face of the component. This will NOT modify the component itself, since 3D texts are created outside the component's context.

Eyedropper use:

The eyedropper lets you select a text to quickly retrieve its properties and start a new texts series without resetting each property manually.

Click on the eyedropper icon and select a valid text (either 2D or 3D).
This will display another dialog next to the main dialog, e.g.:



Click on **Apply properties** to fill the main dialog with these properties.
Click on **Cancel** to return to the main dialog.

Release notes

What's new in version 2.0.0:

- utf-8 support for all named objects (layers/tags, materials...)
- increment values can be negative (numbers only)
- 2d texts can now have a color
- 2d texts leaders can be oriented, using 2 custom angles
- bug fixes: relative and absolute altitudes of 3D texts were wrong, radio buttons for relative/absolute altitudes were not retained
- several fonts added for 3D texts
- all settings are now persistent in the dialog box
- better cursor, enhanced tooltips, user-friendly status text
- 3D texts are now named groups
- 3D texts can now have a color or material
- circular and polygonal label are betterly sized
- added option to force radius of polygonal labels
- added Wire/Face option for label shapes
- added extrude option for labels
- added color/material for labels
- added option to rotate 3D texts
- added the eyedropper feature
- added option to make 3D texts stick to faces
- Paypal donation button added
- cosmetic changes in the dialogs (tooltips, css sheet, sizes...)
- Tool has got its own icons
- numerous bugs fixed