

Major new features

1. Rear View hidden line projection, dashed lines
2. Section Cut widths
3. Fully automated Skalp Hidden Line Mode
4. enhanced DXF export including full forward and rear view hidden line projections
5. enhanced UI, added some extra tools such as 'Align View'
6. many many bug fixes and performance enhancements

Disclaimer

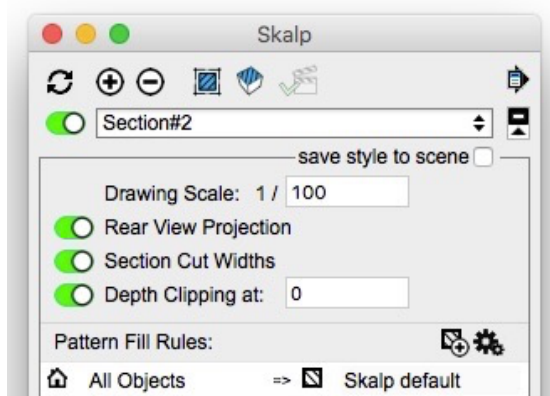
Changed data formats: Models saved with Skalp 2.0 can no longer be used with Skalp 1.x. Always use this beta version on a copy of your models. If you need Skalp for production critical work, it might be better to stay on v1.x for the time being. Skalp 2.0 features and user interface may still change during the beta period.

Known issues

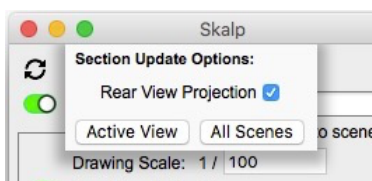
- In some rare cases the **Section Cut Widths** may yield unexpected results, potentially even freezing SketchUp. You can avoid this problem by switching off the **Section Cut Width** slider. Please send your model to beta@skalp4sketchup.com so we can investigate and fix your case.

Updated UI: Sections

To accommodate for new features, Skalp's main dialog is now updated:



1. Update sections



Clicking the manual update button now shows an option to include updating of the **Rear View Projection** in the calculation. You can choose to either update the **Active View** only or update **All Scenes**. You can use the update **Alle Scenes** in combination with the **Rear View Projection** to prepare your SketchUp model for LayOut. In this case you still need to save your model in order to propagate changes to LayOut.

As an alternative you can use the **Export All Scenes to LayOut**, this function is similar, except it does not provide the option to skip the Rear View calculation and this method does save your model.

2. Align View

With the **align view** function you can align your view to the active section plane.

First click will align your view. Secondary clicks on the icon (once the view is aligned) will toggle between **perspective** and **parallel projection**.



When the icon is shown in red this means the view is not parallel to the section plane, and as a consequence causing the Depth Clipping, which can only work on aligned views, to be turned off.

3. Skalp Hiddenline Mode



Click to turn on the **Skalp Hiddenline Mode**. (For more information on the Skalp Hiddenline Mode see Skalp Hiddenline Mode below.)



Skalp Hiddenline Mode is active. Click to turn OFF the **Skalp Hiddenline Mode**.

4. Save Settings to Scene



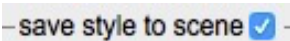
Save Settings to Scene: Use this to save the **active section plane** and the **Skalp Hiddenline Mode** setting into the currently selected Scene.



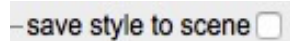
Save Settings to Scene icon is in OK-mode:

An indication that both the **active section plane** and the **Skalp Hiddenline Mode** are identical to their respective statuses as stored in the currently selected scene. In effect at this time there is nothing new to save, your scene's active section plane status and Skalp hidden line status is considered 'in sync'. Hence this button is grayed out. If any change to either the active section plane or the Skalp Hiddenline Mode is detected this icon will reflect that by being reenabled as a clickable icon (see above).

5. Save style to scene



When the **save style to scene** checkbox is checked, all settings below inside the border are automatically saved to the active scene upon change.



When the **save style to scene** checkbox is unchecked the scene will use the Skalp style settings stored in the model / last used. In other words: you can also use this to copy a style over from another scene by switching back and forth between scenes as doing so will load / activate their style into the model / last used.

6. Rear View Projections



When you turn on the **Rear View Projection** and you update the **rear view projection** (see 1. update sections) Skalp will create a hidden line view in dashed lines from everything that is to the rear side of the section plane. (e.g. For horizontal plan view section planes this would be above the section plane) Dashed lines are drawn to scale, with respect to the Skalp drawing scale.



The complex calculation of the rear view requires some time and therefore cannot be done live. When **Rear View Projection** is shown in red, this means it needs to be re-calculated, which can be done via the manual update icon.

7. Section Cut Widths

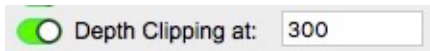


Yes! Real Line Thickness in your section cuts. If you turn on the Section Cut Widths switch, a real line weight is shown in the Skalp section around sectioned objects. Every Skalp material now can have a different **Section Cut Width**. The Section Cut Widths are defined in the **Skalp Pattern Designer**. The actual **section cut width** is drawn with respect to the drawing scale. Section cut widths are live and part of the normal Skalp section update.

Important notes:

- Keep in mind using **section cut widths** can result in a slower section calculation, depending on your model's complexity.
- **Section cut widths** technically are implemented as one regular SketchUp face whose edges are hidden. This way snapping occurs only onto the centerline. This also enables correct snapping when placing dimensions on your section cuts in LayOut. However, bear in mind switching on hidden geometry in SketchUp will interfere with this intended behaviour.

8. Depth Clipping

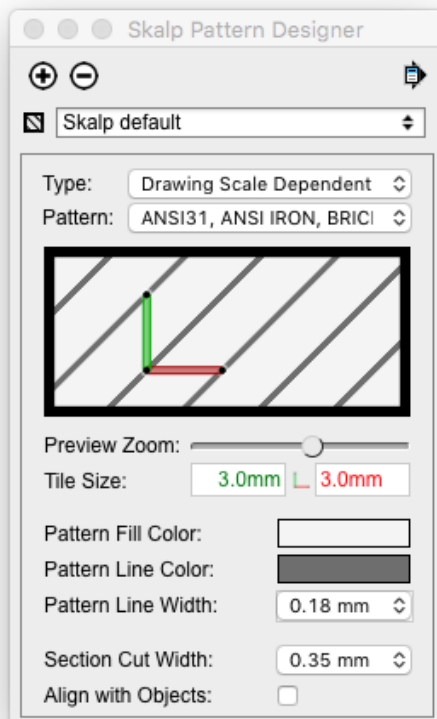


Depth Clipping is the enhanced version of the previous **Easy Fog** feature.

Fog will automatically be turned off when the view isn't parallel with the section plane and the **align view** icon will become red.

The distance you need to fill in the **Depth Clipping at** is the distance you want to be visible measured from the section plane in model units. Unit formatting in this field is supported.

Updated UI: Pattern Designer



Changes on the UI:

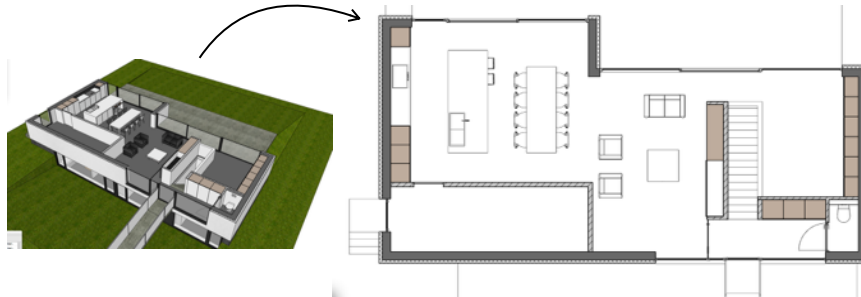
- The Pattern definition is now shown as a separate property of a Skalp pattern. The name in the drop down list is the actual pattern name as stored in the original *.pat file
- New Type property. ('absolute size' has known issues in this version)
- New Section Cut Width property.
- The preview now includes a border representing the new 'Section Cut Width'
- Visual changes: preview zoom slider has moved.



Skalp Hiddenline Mode

What is the **Skalp Hiddenline Mode**?

A new and finally fully automated way to show you model in white (SketchUp **hiddenline render mode**) yet still show all these nice patterns and textures on the section. This totally replaces what used to be very complicated and was called *Styling 'Skalp Pattern Layer' + SketchUp 'Color by Layer' (advanced use)* in Skalp 1.x



The **Skalp Hiddenline Mode** still relies on the same special trick: Combining the SketchUp hidden line render mode with the use of the **Color by Layer** mode while placing the section result on special layers (**Skalp Pattern Layers**). We attach the section material to this special layer.

Now: Please forget all this complex stuff! We now have fully automated the **Skalp Pattern Layer** mode. If you want to use the **Skalp Hiddenline Mode** just click on the **Skalp Hiddenline Mode** button in the Skalp dialog box and your model will be shown in white while the section will be still show all its assigned textures. Assignment and updating of Skalp patterns to the layers is now a fully automatic features, identical on both Windows and OSX.

Important notes:

- Please do not interfere with the 'Skalp Pattern Layer -' layer, these layers are now fully controlled by Skalp.
- **Skalp Pattern Layer** will automatically be updated when you change Skalp material definitions or create new Skalp materials
- Skalp Hiddenline Mode only works with Skalp materials. **Skalp Hiddenline Mode** does not work with normal SketchUp materials.



Skalp Hiddenline Mode is inactive. You can click this icon to activate the **Skalp Hiddenline Mode**.



Skalp Hiddenline Mode is active. You can click this icon to de-activate the **Skalp Hiddenline Mode** and to return to the render mode before you activated the Skalp Hiddenline Mode.

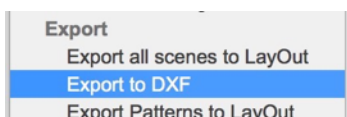


If you want to save this mode in you scene. You can use the **save settings to scene** icon.



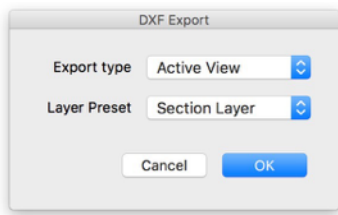
When this mode is already inside your scene stored the '**save settings to scene**' icon will be in his ok-mode.

Forward and Rear View Projection in DXF



Yes! DXF output can now contain full forward and rear view hidden line projections. For rear view, just make sure you have rear view ON in your Skalp style. The rear view will be represented using dashed polylines in the dxf.

Changed: In Skalp rules you can no longer setup target layers. We've replaced and simplified this feature: Instead, for **dx-export** we now provide **Layer Presets** to control your layer output.



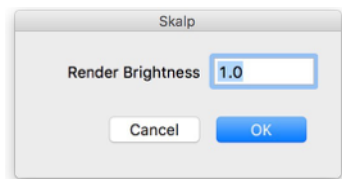
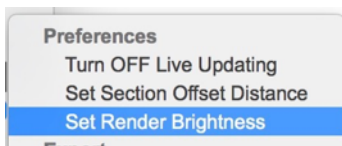
Front view lines will always be placed on the layer 'Skalp-FrontView'
Rear view projection lines will always be placed on the layer 'Skalp-RearView'

For the section you have the following choices:

- **Section Layer** -> Everything on layer 'Skalp-Section'
- **Object Layers** -> Every section polygon will be placed on a layer with the same name as the layer of the sectioned 3D object in SketchUp.
- **Material Layers** -> Every section polygon will be placed on a layer named corresponding to the section material.

Every scene / view can be exported to dxf. But when the section plane isn't aligned with the view there will be no hatches and no rear view projection in the exported dxf file. The forward view of the section can be in orthogonal or in perspective mode.

Thea Render support



Skalp now supports sections inside **Thea Render**. Normally you don't have to do anything just use Skalp and push render.

We recommend to switch on the **Section Cut Width** to get a better result. With the **Section Cut Widths** the different materials will be divided from each other by real black lines in the render.

If the section materials are too dark or too light in the render, you can adjust the brightness with the **Set Render Brightness** setting, which you can find in the **preferences** section of the Section dialog menu. This simply adds in as an extra factor onto Thea's brightness setting.

Manual

A revised manual for Skalp 2.0 is currently in the making. With limitations and exceptions, the [manual for Skalp 1.x](#) still applies to get you started.

Skalp 2.0 includes semi automatic updating

We'll be posting frequent upgrades to our server. Whenever that happens, upon your next launch of Skalp you'll see a notification asking you to update to the latest version. Please be so kind to switch to the latest version asap. Thanks!

Migrating from Skalp 1.2

Skalp 2.0 beta replaces v1.2. Only one version can be installed on a SketchUp instance. Currently v2.0 uses the exact same license as v1.2. => You can simply install v2.0 directly from the SketchUp preference window, using the regular procedure. No need to uninstall v1.2 first. No need to reactivate in this case. If you do need to activate, you can use your original license activation code. Models using Skalp v2.0 can no longer be used on Skalp v1.2. So, for mission critical work, we advise you to store a backup copy of your model first. Migrating models from v1.2 to v2.0 on the other hand should be smooth and fully transparent.

Thank you for your help testing Skalp 2.0!

We really need and appreciate your feedback, reports on issues you might encounter, SketchUp models that might expose issues, ...

Make sure to contact us with any question you might have regarding Skalp 2.0.