▨	**Rectangle**	*[SketchUp] - Rectangle - Draw rectangular faces from corner to corner*
✛	**Move**	*[SketchUp] - Move - Move, stretch, copy and array selected entities*
◆	**Move Along**	*[Fredo Tools] - Move Along - Enhance the SU Move tool with capability to force direction along a plane or vector*
◈	**Push/Pull**	*[SketchUp] - Push/Pull - Push and pull face entities to sculpt 3D models*
✐	**Profile Dialog**	*[Profile Builder 3] - Profile Dialog - Create Profiles and Build Profile Members*
✎	**Line**	*[SketchUp] - Line - Draw line from point to point*
✐	**Draw Along**	*[Fredo Tools] - Draw Along - Enhance the SU Line tool with capability to force direction along a plane or vector*
▯	**Assembly Dialog**	*[Profile Builder 3] - Assembly Dialog - Create, Edit and Build Assemblies*
▧	**Toggle Dialog**	*[Curic LA] - Toggle Dialog*
▨	**Back Edges**	*[SketchUp] - Back Edges - Display the model with back-edges dashed*
◈	**Normal Push Pull**	*[JointPushPull] - Normal Push Pull - Push-pull multiple faces individually*
▨	**Cut**	*[s4u-Slice] - Cut - Select objects and plane for Cut*
▨	**Detach**	*[s4u-Slice] - Detach - Select objects and plane for Detach*
▥	**Stemwall Foundation**	*[Medeek Foundation] - Stemwall Foundation - Draw Stemwall Foundation*
▥	**Wall**	*[Medeek Wall] - Wall - Draw Wall*
◔	**Skalp**	*[Skalp] - Skalp*
▱	**Eraser**	*[SketchUp] - Eraser - Erase, soften or smooth entities in the model*
▤	**Manage Styles**	*Manage Styles - Save, delete, rename, restore, export, import...*
☀	**Show/Hide Shadow**	*[Curic Sun] - Show/Hide Shadow*
▱	**Vault**	*[Place Shapes Toolbar] - Vault - Place vault (multiple)*
⊖	**Torus**	*[Place Shapes Toolbar] - Torus - Place torus (multiple)*
▱	**Selection**	*[Place Shapes Toolbar] - Selection - Place selected component (multiple)*
✐	**Tape Measure Tool**	*[SketchUp] - Tape Measure Tool - Measure distance, create guide lines or points, or scale the entire model*
↻	**Rotate**	*[SketchUp] - Rotate - Rotate, stretch, copy and array selected entities about an axis*
▧	**Paint Bucket**	*[SketchUp] - Paint Bucket - Applies color and material to entities in the model*
✕	**ThruPaint**	*[Fredo Tools] - ThruPaint - Extension of Sketchup Paint Tool*

	Pie	*[SketchUp] - Pie - Draw closed arc from center and 2 points*
	>> FredoTools Launcher...	*[Fredo Tools] - >> FredoTools Launcher... - Launch FredoTools plugins from a list*
	Set shape base unit	*[Place Shapes Toolbar] - Set shape base unit - Set the base unit for all shapes placed next*
	Geodesic dome	*[Place Shapes Toolbar] - Geodesic dome - Place geodesic dome (multiple)*
	Swap Curves	*[FredoSpline] - Swap Curves - Swap the definition of curves based on their control points*
	Courbette	*[FredoSpline] - Courbette - Curve based on continuous arcs of circle*
	Co-linear to Blue (Z) Axis	*[Edge Tools²] - Co-linear to Blue (Z) Axis - Make vertices colinear in the Z axis*
	Co-linear to Green (Y) Axis	*[Edge Tools²] - Co-linear to Green (Y) Axis - Make vertices colinear in the Y axis*
	Circle (3 Points)	*[Tools on Surface] - Circle (3 Points)*
	Box	*[Place Shapes Toolbar] - Box - Place box (multiple)*
	Scenes	*[Medeek Wall] - Scenes*
	Merge	*[Vertex Tools²] - Merge - Merge selected vertices into a single average position.*
	Draw SSW	*[Medeek Wall] - Draw SSW*
	Draw SSW	*[Medeek Wall] - Draw SSW - Draw SW*
	Box Stretching	*[FredoScale] - Box Stretching - Stretching with orientation of scaling box*

MODELLING
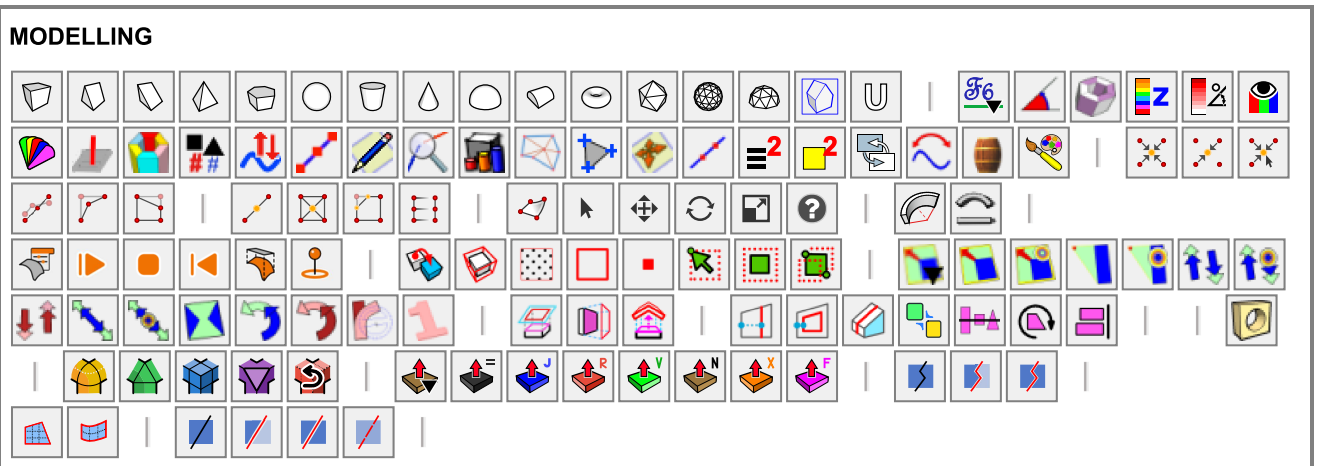
	Box	*[Place Shapes Toolbar] - Box - Place box (multiple)*
	Roof	*[Place Shapes Toolbar] - Roof - Place roof (multiple)*
	Wedge	*[Place Shapes Toolbar] - Wedge - Place wedge (multiple)*
	Pyramid	*[Place Shapes Toolbar] - Pyramid - Place pyramid (multiple)*
	Hexagon	*[Place Shapes Toolbar] - Hexagon - Place hexagon (multiple)*
	Sphere	*[Place Shapes Toolbar] - Sphere - Place sphere (multiple)*
	Cylinder	*[Place Shapes Toolbar] - Cylinder - Place cylinder (multiple)*
	Cone	*[Place Shapes Toolbar] - Cone - Place cone (multiple)*
	Dome	*[Place Shapes Toolbar] - Dome - Place dome (multiple)*
	Vault	*[Place Shapes Toolbar] - Vault - Place vault (multiple)*

Icon	Name	Description
	Torus	*[Place Shapes Toolbar] - Torus - Place torus (multiple)*
	Icosahedron	*[Place Shapes Toolbar] - Icosahedron - Place icosahedron (multiple)*
	Geodesic sphere	*[Place Shapes Toolbar] - Geodesic sphere - Place geodesic sphere (multiple)*
	Geodesic dome	*[Place Shapes Toolbar] - Geodesic dome - Place geodesic dome (multiple)*
	Selection	*[Place Shapes Toolbar] - Selection - Place selected component (multiple)*
	Set shape base unit	*[Place Shapes Toolbar] - Set shape base unit - Set the base unit for all shapes placed next*
	>> FredoTools Launcher...	*[Fredo Tools] - >> FredoTools Launcher... - Launch FredoTools plugins from a list*
	Angle Inspector	*[Fredo Tools] - Angle Inspector - Measure Angles in the model*
	AutoReverseFaces	*[Fredo Tools] - AutoReverseFaces - Automatic Orientation of Faces for Pseudo-solids*
	Color by Altitude	*[Fredo Tools] - Color by Altitude - Apply colors to faces based on their altitude*
	Color by Slope	*[Fredo Tools] - Color by Slope - Apply colors to faces based on their slope*
	Color Flat Mode	*[Fredo Tools] - Color Flat Mode - Toggle the display to minimize color shading and get flat colors*
	Color Paint	*[Fredo Tools] - Color Paint - Apply colors to faces with a large choice of colors*
	Construct Face Normals	*[Fredo Tools] - Construct Face Normals - Create a small construction line at centroid and oriented along the normal of each selected face*
	Convexify	*[Fredo Tools] - Convexify - Split geometry into Convex parts*
	Count Faces by Sides	*[Fredo Tools] - Count Faces by Sides - Count the number of faces for each category - Also calculate their area*
	CurviShear	*[Fredo Tools] - CurviShear - Shear curves along their path - useful for ramps*
	Divide Edges	*[Fredo Tools] - Divide Edges - Divide multiple Edges and Curves*
	Draw Along	*[Fredo Tools] - Draw Along - Enhance the SU Line tool with capability to force direction along a plane or vector*
	Edge Inspector	*[Fredo Tools] - Edge Inspector - Inspect and Fix defects about Edges*
	Element Stats	*[Fredo Tools] - Element Stats - Statistics about Groups, Components and Elements*
	FaceTriangulator	*[Fredo Tools] - FaceTriangulator - Delaunay Triangulation of a set of faces with editable Triangulation Points*
	Mark Vertices	*[Fredo Tools] - Mark Vertices - Mark vertices with Construction points*
	Move Along	*[Fredo Tools] - Move Along - Enhance the SU Move tool with capability to force direction along a plane or vector*
	Remove Lonely Vertices	*[Fredo Tools] - Remove Lonely Vertices - Remove lonely vertices in the selection (vertex joining collinear edges)*
	Report on Areas	*[Fredo Tools] - Report on Areas - Calculate and report on areas for the selection or the whole model*
	Label with Areas	*[Fredo Tools] - Label with Areas - Label surfaces and elements with Areas text tags*
	ReverseOrientFaces	*[Fredo Tools] - ReverseOrientFaces - Reverse or Orient Faces in the model with various options*
	Revert Curves	*[Fredo Tools] - Revert Curves - Revert the orientation of a curve*
	Solid Volume	*[Fredo Tools] - Solid Volume - Compute the volume and surface area of solids in the selection*
	ThruPaint	*[Fredo Tools] - ThruPaint - Extension of Sketchup Paint Tool*

✕	**Merge**	*[Vertex Tools²] - Merge - Merge selected vertices into a single average position.*
✕	**Merge Close Vertices**	*[Vertex Tools²] - Merge Close Vertices - Merge selected vertices with a given proximity.*
✕	**Merge To Point**	*[Vertex Tools²] - Merge To Point - Merge selected vertices to a picked point.*
✎	**Make Planar**	*[Vertex Tools²] - Make Planar - Move selected vertices to a best fit plane.*
⌐	**Relax Vertices**	*[Vertex Tools²] - Relax Vertices - Relax selected vertices.*
▱	**Vertex Slide**	*[Vertex Tools²] - Vertex Slide - Slide selected vertices along connected edges.*
╱	**Insert**	*[Vertex Tools²] - Insert - Insert new vertices.*
⊠	**Poke**	*[Vertex Tools²] - Poke - Poke selected faces.*
◲	**Bevel**	*[Vertex Tools²] - Bevel - Bevel selected vertices.*
⊞	**Bridge**	*[Vertex Tools²] - Bridge - Bridge selected vertices.*
◁	**Edit Vertices**	*[Vertex Tools²] - Edit Vertices - Toggle vertex editing mode.*
▸	**Select**	*[Vertex Tools²] - Select - Select vertices. Shift to extend select. Drag mouse to select multiple.*
✥	**Move**	*[Vertex Tools²] - Move - Move selected vertices.*
↻	**Rotate**	*[Vertex Tools²] - Rotate - Rotate selected vertices.*
⊡	**Scale**	*[Vertex Tools²] - Scale - Scale selected vertices.*
?	**Getting Started**	*[Vertex Tools²] - Getting Started - Help and general introduction to Vertex Tools².*
⬚	**TrueBend**	*[True Bend] - TrueBend - Bend geometry to a given radius or angle.*
⌒	**Shape Bender**	*[CLF Shape Bender] - Shape Bender - Shape Bender - Select a shape to bend first*
🖛	**Toggle UI**	*[ClothWorks] - Toggle UI - Open/close ClothWorks user interface.*
▶	**Toggle Play**	*[ClothWorks] - Toggle Play - Play/pause ClothWorks simulation.*
■	**Stop**	*[ClothWorks] - Stop - Stop the ClothWorks simulation. This option does not reset the cloth layout.*
◀	**Reset**	*[ClothWorks] - Reset - Reset the ClothWorks simulation. This option resets the cloth layout.*
🪝	**Toggle Drape**	*[ClothWorks] - Toggle Drape - Toggle drape the selected cloth(s) and/or pin(s).*
⚲	**Add Pin**	*[ClothWorks] - Add Pin - Attach a pin at a specific location on cloth.*
🗇	**Make Unique ?**	*[Curic Stretch] - Make Unique ?*
◈	**Stretch Group/Component ?**	*[Curic Stretch] - Stretch Group/Component ?*
⋮	**Stretch Face?**	*[Curic Stretch] - Stretch Face? - Stretch Face ?*
▭	**Stretch Edge?**	*[Curic Stretch] - Stretch Edge? - Stretch Edge ?*
▪	**Stretch Vertex?**	*[Curic Stretch] - Stretch Vertex? - Stretch Vertex ?*
⬚	**Select Tool**	*[Curic Stretch] - Select Tool - Select entities to stretching*
⬚	**Face Bounds Tool**	*[Curic Stretch] - Face Bounds Tool - Select entites inside the Bounds form face to stretching*
⬚	**Box Bounds Tool**	*[Curic Stretch] - Box Bounds Tool - Select entites inside the Bounds form Box draw by rectangle tool to stretching*
⬚	**Quick Launcher...**	*[FredoScale] - Quick Launcher... - Launch FredoScale tools from a list*
⬚	**Box Scaling**	*[FredoScale] - Box Scaling - Scaling with orientation of scaling box*

	Box Scaling to Target	*[FredoScale] - Box Scaling to Target - Scaling with box by matching an origin and a target*
	Box Tapering	*[FredoScale] - Box Tapering - Tapering with orientation of scaling box*
	Box Tapering to Target	*[FredoScale] - Box Tapering to Target - Tapering with box by matching an origin and a target*
	Box Planar Shearing	*[FredoScale] - Box Planar Shearing - Planar Shearing with orientation of scaling box*
	Box Planar Shearing to Target	*[FredoScale] - Box Planar Shearing to Target - Planar Shearing with box by matching an origin and a target*
	Planar Shearing (Free)	*[FredoScale] - Planar Shearing (Free) - Planar Shearing by selection of plane and angle*
	Box Stretching	*[FredoScale] - Box Stretching - Stretching with orientation of scaling box*
	Box Stretching to Target	*[FredoScale] - Box Stretching to Target - Stretching with box by matching an origin and a target*
	Box Twisting	*[FredoScale] - Box Twisting - Twisting with orientation of scaling box*
	Box Rotation	*[FredoScale] - Box Rotation - Rotation with orientation of scaling box*
	Rotation (Free)	*[FredoScale] - Rotation (Free) - Rotation by selection of plane and angle*
	Radial Bending (Free)	*[FredoScale] - Radial Bending (Free) - Radial Bending by selection of plane and angle*
	Make Unique	*[FredoScale] - Make Unique - Make Groups and Components Unique*
	Extend to Plane	*[Curic Extend] - Extend to Plane*
	Extend to Face	*[Curic Extend] - Extend to Face*
	Extend to Object	*[Curic Extend] - Extend to Object*
	Chalkline	*[Curic OI] - Chalkline - Marking/intersect/split faces from edge/guide*
	Offset	*[Curic OI] - Offset - Offset loop in a plane, cut face*
	Intersect	*[Curic OI] - Intersect - Intersect plane with object, cut all object's faces at plane*
	Split Geometry	*[Curic Split Geometry] - Split Geometry*
	Space Tool	*[Curic Space] - Space Tool - To evenly space two or more selected elements*
	Rotate Tool	*[Curic Rotate] - Rotate Tool - Rotate Object*
	Align Tool	*[Curic Align] - Align Tool - Align Object*
	VisuHole: Stencil	*[VisuHole] - VisuHole: Stencil - Variations around Holes and Carving based on a stencil shape*
	Round	*[Fredo Corner] - Round - Round corners in 3D*
	Bevel	*[Fredo Corner] - Bevel - Bevel edges and corners*
	SubDivision	*[Fredo Corner] - SubDivision - Produce a Mesh for Subdivision*
	Chop Corner	*[Fredo Corner] - Chop Corner - Round or bevel only at corners*
	Repair	*[Fredo Corner] - Repair - Undo, Redo or Edit Geometry*
	Quick Launcher...	*[JointPushPull] - Quick Launcher... - Launch JointPushPull tools from a list*
	Thickener	*[JointPushPull] - Thickener - Thicken a surface*
	Joint Push Pull	*[JointPushPull] - Joint Push Pull - Push-pull or thicken a surface*
	Round Push Pull	*[JointPushPull] - Round Push Pull - Thicken a surface with possible rounding at sharp corners of faces*
	Vector Push Pull	*[JointPushPull] - Vector Push Pull - Push-pull along a direction*

	Normal Push Pull	[JointPushPull] - Normal Push Pull - Push-pull multiple faces individually
	Normal Push Pull	*[JointPushPull] - Normal Push Pull - Push-pull multiple faces individually*
	Extrude Push Pull	*[JointPushPull] - Extrude Push Pull - Compact Push-pull on average direction*
	Follow Push Pull	*[JointPushPull] - Follow Push Pull - Push pull following the directions at borders (kind of multi-face 'Smart Push Pull')*
	MultiSlice.	*[s4u-Multi Slice] - MultiSlice. - Select objects and planes for Slice.*
	MultiCut.	*[s4u-Multi Slice] - MultiCut. - Select objects and planes for Cut.*
	MultiDetach.	*[s4u-Multi Slice] - MultiDetach. - Select objects and planes for Detach.*
	Divide Faces.	*[s4u-Divide] - Divide Faces. - Select Faces.*
	Divide Surface.	*[s4u-Divide] - Divide Surface. - Select Surface.*
	Slice	*[s4u-Slice] - Slice - Select objects and plane for Slice*
	Cut	*[s4u-Slice] - Cut - Select objects and plane for Cut*
	Detach	*[s4u-Slice] - Detach - Select objects and plane for Detach*
	Creat Group Section	*[s4u-Slice] - Creat Group Section - Select objects and plane for Create Group Section*
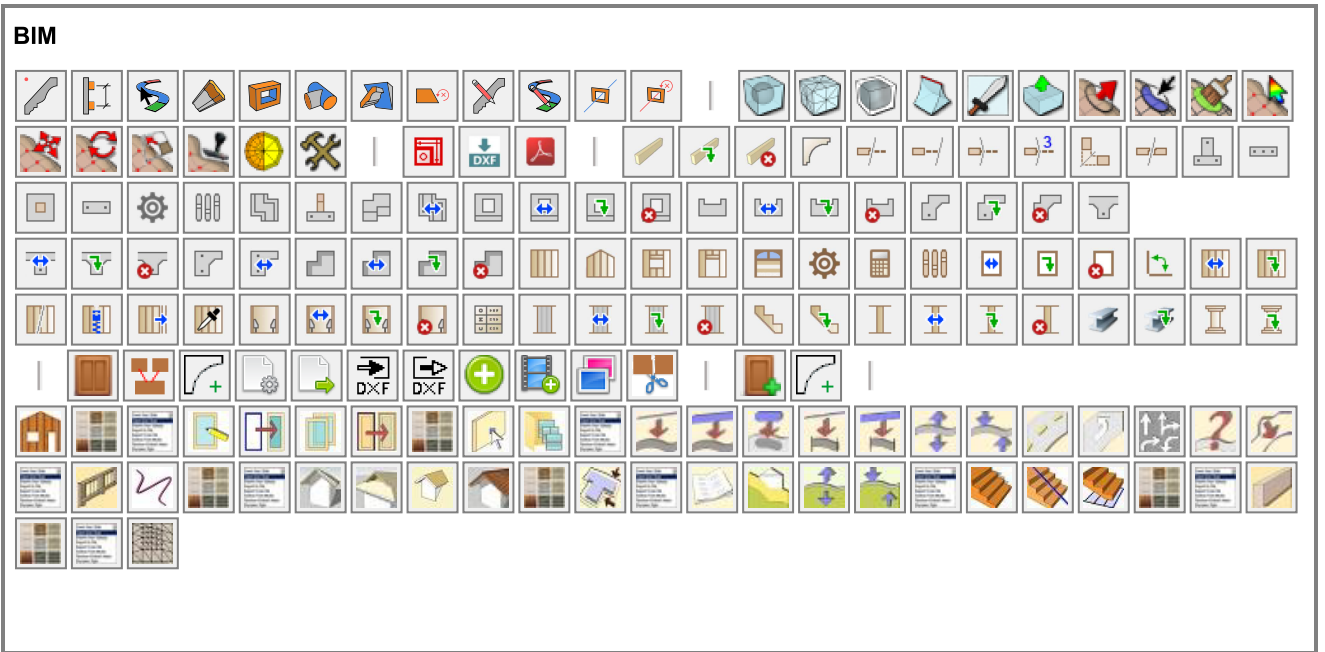
BIM

	Profile Dialog	*[Profile Builder 3] - Profile Dialog - Create Profiles and Build Profile Members*
	Assembly Dialog	*[Profile Builder 3] - Assembly Dialog - Create, Edit and Build Assemblies*
	Smart-Path Selection	*[Profile Builder 3] - Smart-Path Selection - Select complex paths with direction*
	Extend/Split	*[Profile Builder 3] - Extend/Split - Modify the length of Profile Members or split a member into multiple members*
	Hole Tool	*[Profile Builder 3] - Hole Tool - Create holes through any object*
	Trim to Solid	*[Profile Builder 3] - Trim to Solid - Trim solid Profile Members against another Solid object*
	Trim to Face	*[Profile Builder 3] - Trim to Face - Trim Profile Members to another Face in the model*
	Remove Trims	*[Profile Builder 3] - Remove Trims - Remove trims from the selected Profile Members*
	Edit Profile	*[Profile Builder 3] - Edit Profile - First, double-click a Profile Member*
	Edit Path	*[Profile Builder 3] - Edit Path - First, double-click a Profile Member or Assembly*

	Path Mode	*[Profile Builder 3] - Path Mode - Convert selected Profile Members to Path Mode*
	Revert Path Mode	*[Profile Builder 3] - Revert Path Mode - Revert selected paths back to Profile Members*
	Subdivide and Smooth	*[Artisan] - Subdivide and Smooth*
	Subdivide Selection	*[Artisan] - Subdivide Selection*
	Smooth Selection	*[Artisan] - Smooth Selection*
	Crease Tool	*[Artisan] - Crease Tool*
	Knife Subdivide	*[Artisan] - Knife Subdivide*
	Extrude	*[Artisan] - Extrude - Extrude selected face*
	Sculpt Brush	*[Artisan] - Sculpt Brush*
	Select Brush	*[Artisan] - Select Brush*
	Paint Brush	*[Artisan] - Paint Brush*
	Vertex Select	*[Artisan] - Vertex Select*
	Vertex Move	*[Artisan] - Vertex Move*
	Vertex Rotate	*[Artisan] - Vertex Rotate*
	Vertex Scale	*[Artisan] - Vertex Scale*
	Make Planar	*[Artisan] - Make Planar*
	Reduce Polygons	*[Artisan] - Reduce Polygons*
	Settings	*[Artisan] - Settings*
	Scenes	*[Medeek Wall] - Scenes*
	Export DXF	*[Medeek Wall] - Export DXF*
	Create PDF	*[Medeek Wall] - Create PDF*
	Draw Blocking	*[Medeek Wall] - Draw Blocking*
	Edit Blocking	*[Medeek Wall] - Edit Blocking*
	Delete Blocking	*[Medeek Wall] - Delete Blocking*
	Draw Molding	*[Medeek Wall] - Draw Molding*
	Trim	*[Medeek Truss] - Trim - Trim Member*
	Extend	*[Medeek Truss] - Extend - Extend Member*
	Trim2	*[Medeek Truss] - Trim2 - Trim Member 2*
	Trim3	*[Medeek Truss] - Trim3 - Trim Member 3*
	MiterCut	*[Medeek Truss] - MiterCut - Miter Cut*
	Split	*[Medeek Truss] - Split*
	Stemwall Foundation	*[Medeek Foundation] - Stemwall Foundation - Draw Stemwall Foundation*
	Slab	*[Medeek Foundation] - Slab - Draw Slab*
	Column Footing	*[Medeek Foundation] - Column Footing - Draw Column Footing*
	Strip Footing	*[Medeek Foundation] - Strip Footing - Draw Strip Footing*
	Engineering	*[Medeek Foundation] - Engineering - Engineering Calc.*
	Global Settings	*[Medeek Foundation] - Global Settings - Change Global Settings*

🔲	**Draw Polyine Stemwall**	*[Medeek Foundation] - Draw Polyine Stemwall*
⬛	**Draw Interior Bearing**	*[Medeek Foundation] - Draw Interior Bearing*
🔲	**Draw Stemwall Step**	*[Medeek Foundation] - Draw Stemwall Step*
🔲	**Move Stemwall Segment**	*[Medeek Foundation] - Move Stemwall Segment*
🔲	**Draw Opening**	*[Medeek Foundation] - Draw Opening*
🔲	**Move Opening**	*[Medeek Foundation] - Move Opening*
🔲	**Edit Opening**	*[Medeek Foundation] - Edit Opening*
🔲	**Delete Opening**	*[Medeek Foundation] - Delete Opening*
🔲	**Draw Blockout**	*[Medeek Foundation] - Draw Blockout*
🔲	**Move Blockout**	*[Medeek Foundation] - Move Blockout*
🔲	**Edit Blockout**	*[Medeek Foundation] - Edit Blockout*
🔲	**Delete Blockout**	*[Medeek Foundation] - Delete Blockout*
🔲	**Add Brick Ledge**	*[Medeek Foundation] - Add Brick Ledge*
🔲	**Edit Brick Ledge**	*[Medeek Foundation] - Edit Brick Ledge*
🔲	**Delete Brick Ledge**	*[Medeek Foundation] - Delete Brick Ledge*
🔲	**Draw Interior Footing**	*[Medeek Foundation] - Draw Interior Footing*
🔲	**Move Interior Footing**	*[Medeek Foundation] - Move Interior Footing*
🔲	**Edit Interior Footing**	*[Medeek Foundation] - Edit Interior Footing*
🔲	**Delete Interior Footing**	*[Medeek Foundation] - Delete Interior Footing*
🔲	**Slab on Grade**	*[Medeek Foundation] - Slab on Grade - Draw Slab on Grade*
🔲	**Move SOG Edge**	*[Medeek Foundation] - Move SOG Edge*
🔲	**Draw Slab Depression**	*[Medeek Foundation] - Draw Slab Depression*
🔲	**Move Slab Depression**	*[Medeek Foundation] - Move Slab Depression*
🔲	**Edit Slab Depression**	*[Medeek Foundation] - Edit Slab Depression*
🔲	**Delete Slab Depression**	*[Medeek Foundation] - Delete Slab Depression*
🔲	**Wall**	*[Medeek Wall] - Wall - Draw Wall*
🔲	**Gable Wall**	*[Medeek Wall] - Gable Wall - Draw Gable Wall*
🔲	**Window**	*[Medeek Wall] - Window - Draw Window*
🔲	**Door**	*[Medeek Wall] - Door - Draw Door*
🔲	**Garage Door**	*[Medeek Wall] - Garage Door - Draw Garage Door*
⚙️	**Engineering**	*[Medeek Wall] - Engineering - Engineering Calc.*
🔲	**Estimating**	*[Medeek Wall] - Estimating*
🔲	**Global Settings**	*[Medeek Wall] - Global Settings - Change Global Settings*
🔲	**Move Opening**	*[Medeek Wall] - Move Opening*
🔲	**Edit Opening**	*[Medeek Wall] - Edit Opening*
🔲	**Delete Opening**	*[Medeek Wall] - Delete Opening*
🔲	**Open/Close**	*[Medeek Wall] - Open/Close*

	Move Wall	*[Medeek Wall] - Move Wall*	
	Edit Wall	*[Medeek Wall] - Edit Wall*	
	Split Wall	*[Medeek Wall] - Split Wall*	
	Join Wall	*[Medeek Wall] - Join Wall*	
	Stretch Wall	*[Medeek Wall] - Stretch Wall*	
	Copy Wall	*[Medeek Wall] - Copy Wall*	
	Draw SSW	*[Medeek Wall] - Draw SSW - Draw SW*	
	Move SW	*[Medeek Wall] - Move SW*	
	Edit SW	*[Medeek Wall] - Edit SW*	
	Delete SW	*[Medeek Wall] - Delete SW*	
	SW Schedule	*[Medeek Wall] - SW Schedule*	
	Draw SSW	*[Medeek Wall] - Draw SSW*	
	Move SSW	*[Medeek Wall] - Move SSW*	
	Edit SSW	*[Medeek Wall] - Edit SSW*	
	Delete SSW	*[Medeek Wall] - Delete SSW*	
	Draw Stairs	*[Medeek Wall] - Draw Stairs*	
	Edit Stairs	*[Medeek Wall] - Edit Stairs*	
	Draw Column	*[Medeek Wall] - Draw Column*	
	Move Column	*[Medeek Wall] - Move Column*	
	Edit Column	*[Medeek Wall] - Edit Column*	
	Delete Column	*[Medeek Wall] - Delete Column*	
	Draw Beam	*[Medeek Wall] - Draw Beam*	
	Edit Beam	*[Medeek Wall] - Edit Beam*	
	Draw Post	*[Medeek Wall] - Draw Post*	
	Edit Post	*[Medeek Wall] - Edit Post*	
	CabMaker v6	*[GKWare6 CabMaker v6] - CabMaker v6 - CabMaker v6 Cabinets*	
	CabMaker v6	*[GKWare6 CabMaker v6] - CabMaker v6 - CabMaker v6 Merge Cabinets*	
	Add Door Profile	*[GKWare6 CabMaker v6] - Add Door Profile - Use GKWare Add Door Profile.*	
	Edit Reports	*[GKWare6 CabMaker v6] - Edit Reports - Use GKWare Cabmaker Edit Reports.*	
	Cabinet List	*[GKWare6 CabMaker v6] - Cabinet List - Use GKWare Cabmaker v6 Reporting.*	
	DXF Importer	*[GKWare6 CabMaker v6] - DXF Importer - use Dxf Importer*	
	DXF Exporter	*[GKWare6 CabMaker v6] - DXF Exporter - use Dxf Exporter*	
	Add Attribute	*[GKWare6 CabMaker v6] - Add Attribute - use Add Atributes*	
	Manage Scenes	*[GKWare6 CabMaker v6] - Manage Scenes - use Manage Scenes*	
	Add Image	*[GKWare6 CabMaker v6] - Add Image - use Create Image*	
	Make Unique	*[GKWare6 CabMaker v6] - Make Unique - use Make Unique*	
	Door Maker	*[GKWare Door Maker] - Door Maker - Use GKWare Door Maker.*	

	Add Door Profile	*[GKWare Door Maker] - Add Door Profile - Use GKWare Add Door Profile.*
	Wall Cladding	*Wall Cladding - Select Wall First*
	Add Materials	*Add Materials - Select Cladding to add Aligned Materials*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Create Door Window	*Create Door Window - Define New Door or Window Component in Model*
	Make Door Window from Rectangle	*Make Door Window from Rectangle - Select group with rectangle for size*
	Clone Door or Window	*Clone Door or Window - Place Copy of Window or Door Component*
	Use Same Component	*Use Same Component - Choose Door Leaf to Repeat*
	Add Materials	*Add Materials - Select Door/Window unit to add Aligned Materials*
	Select Wall for Thickness	*Select Wall for Thickness - Select a Wall Face for Thickness*
	External Components	*External Components - Use External Doow Window Components*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Road from Center Line	*Road from Center Line - Select active terrain plus group containing line*
	Road from Faces	*Road from Faces - Select active terrain plus group containing face*
	Island or Median	*Island or Median - Select active road faces plus group containing face*
	Connect Roads using Center Line	*Connect Roads using Center Line - Select active terrain plus group containing line*
	Connect Roads using Face	*Connect Roads using Face - Select active terrain plus group containing face*
	Adjust Road Height	*Adjust Road Height - Select groups containing road and curb*
	Smooth Road Bumps	*Smooth Road Bumps - Select groups containing road and curb*
	Striping	*Striping - Select group containing road plus group containing line*
	Road Markings	*Road Markings - Select group containing road plus group containing face*
	Make Preset Road Marking	*Make Preset Road Marking - Choose preset shape*
	Show Elevations and Slopes	*Show Elevations and Slopes - Point to road or terrain*
	Simplify Face Outline	*Simplify Face Outline - Select a road outline face or a group containing a face*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Make Fence or Railing	*Make Fence or Railing - Select group containing line(s)*
	Make Spline	*Make Spline - First select edges to join*
	Switch Materials	*Switch Materials - Choose Fence/Railing part(s) to Switch Materials*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Make Roof	*Make Roof - Select active Face(s) and edge(s)*
	Dutch Gable	*Dutch Gable - Select active Roof Face(s)*
	Dormer	*Dormer - Select face on Roof Plane)*
	Roof Details	*Roof Details - Select active Roof Edges and Faces*
	Add Materials	*Add Materials - Select Groups to add Aligned Materials*

|		
	CAD Fixer	*CAD Fixer - Select Face(s) to Adjust*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Take Off Log	*Take Off Log - View previous take offs*
	Grade around Loop or Object	*Grade around Loop or Object - Select active terrain plus group*
	Adjust Terrain Edge Height	*Adjust Terrain Edge Height - Select Terrain edge(s) or use tool*
	Smooth Terrain Edge	*Smooth Terrain Edge - Select Edge(s) or Use Tool*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Stair from Standard Shape	*Stair from Standard Shape - Choose shape from menu*
	Stair from Alignment	*Stair from Alignment - Select Alignment*
	Stair from Plan	*Stair from Plan - Select Treads and First Riser in plan*
	Add Materials	*Add Materials - Select Stair unit to add Aligned Materials*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Make Wall	*Make Wall - Select group containing line(s)*
	Switch Materials	*Switch Materials - Choose Wall part(s) to Switch Materials*
	Manage Styles	*Manage Styles - Save, delete, rename, restore, export, import...*
	Add Precision	*Add Precision - Select portion of Instant Terrain mesh*

VISUAL

	Send to VR on this PC	*[VR Sketch] - Send to VR on this PC - Send (or resend) the model to VR on this PC*
	Send to VR on Oculus Quest	*[VR Sketch] - Send to VR on Oculus Quest - Send (or resend) the model to VR on Oculus Quest*
	Collaborative editing	*[VR Sketch] - Collaborative editing - Share this model; collaboratively view/edit a shared model in VR*
	VR Sketch tool	*[VR Sketch] - VR Sketch tool - With this tool, show Notes and current location from VR. Click inside the model to teleport. Click on this button again to copy the viewpoint from VR back into SketchUp.*
	VR Sketch config	*[VR Sketch] - VR Sketch config - Open the configuration dialog box for VR Sketch*
	Start Enscape	*Start Enscape - Start Enscape in separate window*
	Live Updates	*Live Updates - Enable/disable Live Updates in Enscape*
	Synchronize Views	*Synchronize Views - Synchronize SketchUp view to Enscape*
	Enscape Objects	*Enscape Objects - Create/edit special Enscape objects in the model*
	Asset Library	*Asset Library - Browse through the "Enscape Asset Library" and place assets in SketchUp.*
	Enscape Materials	*Enscape Materials - Tune materials in the project*

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☁	**Manage Uploads**	*Manage Uploads - View and manage your uploaded panoramas and web standalones.*
⚙	**General Settings**	*General Settings - Open the Enscape General Settings window*
✉	**Feedback**	*Feedback - Open a feedback window to send us feedback regarding your user experience with Enscape or to report issues.*
ℹ	**About**	*About - Open the about window where you can see the version information*
◈	**X-Ray**	*[SketchUp] - X-Ray - Display the model with globally transparent faces*
◈	**Back Edges**	*[SketchUp] - Back Edges - Display the model with back-edges dashed*
◈	**Wireframe**	*[SketchUp] - Wireframe - Display only edges in the model*
◈	**Hidden line**	*[SketchUp] - Hidden line - Hide all back-edges and face colors in the model*
◈	**Shaded**	*[SketchUp] - Shaded - Display the model with solid colored faces*
◈	**Shaded with Texture**	*[SketchUp] - Shaded with Texture - Display the model with textured faces*
◈	**Monochrome**	*[SketchUp] - Monochrome - Display the model in monochrome for front and back faces*
⊕	**Section Plane**	*[SketchUp] - Section Plane - Draw section planes to expose interior details in the model*
▣	**Display Section Planes**	*[SketchUp] - Display Section Planes - Toggle section planes on and off*
▣	**Display Section Cuts**	*[SketchUp] - Display Section Cuts - Toggle section cuts on and off*
▣	**Display Section Fill**	*[SketchUp] - Display Section Fill - Toggle section fill on and off*
⬭	**Skalp**	*[Skalp] - Skalp*
▨	**Skalp Pattern Designer**	*[Skalp] - Skalp Pattern Designer*
◈	**Skalp Skalp Section Paint Bucket**	*[Skalp] - Skalp Skalp Section Paint Bucket*
⬆	**Skalp LayOut Export**	*[Skalp] - Skalp LayOut Export*
⬆	**Skalp DWG Export**	*[Skalp] - Skalp DWG Export*
◈	**Rebuild Skalp Section**	*[Skalp] - Rebuild Skalp Section*
☀	**Show/Hide Shadow**	*[Curic Sun] - Show/Hide Shadow*
☀	**Show Sun**	*[Curic Sun] - Show Sun*
☀	**Test Day**	*[Curic Sun] - Test Day*
☀	**Test Hour**	*[Curic Sun] - Test Hour*
⬈	**Center**	*[Curic Sun] - Center - Set Center*
⬈	**Ray**	*[Curic Sun] - Ray - Set Sun*
◀▶	**Align View Current**	*[Curic Align] - Align View Current*
◀🔒	**Lock Camera**	*[Curic Align] - Lock Camera*
◈	**Align View By Face/Edge**	*[Curic Align] - Align View By Face/Edge - Align view with Face or Edge*
◇	**FOV**	*[Curic Align] - FOV - Set FOV*
▣	**Iso**	*[SketchUp] - Iso - Move the camera to the nearest isometric view of the model*
⌂	**Back View**	*[SketchUp] - Back View - Move the camera to the back view of the model*
▯	**Top View**	*[SketchUp] - Top View - Move the camera to the top view of the model*
⌂	**Front View**	*[SketchUp] - Front View - Move the camera to the front view of the model*
▤	**Right View**	*[SketchUp] - Right View - Move the camera to the right view of the model*

	Left View	*[SketchUp] - Left View - Move the camera to the left view of the model*
	Bottom View	*[SketchUp] - Bottom View - Move the camera to the bottom view of the model*
	Zoom Extents	*[SketchUp] - Zoom Extents - Zoom the camera view in and out to show the entire model*
	Walk	*[SketchUp] - Walk - Walk with the camera*
	Look Around	*[SketchUp] - Look Around - Pivot the camera view about a stationary point*
	Previous View	*[SketchUp] - Previous View - Position the camera view with a specific location, eye height and direction*
	Previous View	*[SketchUp] - Previous View - Undo the previous camera view*
	Quick Launcher	*[FredoPortrait] - Quick Launcher - Pop up a small dialog to launch commands*
	Custom Cameras	*[FredoPortrait] - Custom Cameras - Save view as camera and manage Custom Cameras*
	Portrait Studio	*[FredoPortrait] - Portrait Studio - Export / Transfer Images from selection in the model*
	Screenshot	*[FredoPortrait] - Screenshot - Generate screenshots from the viewport as images*
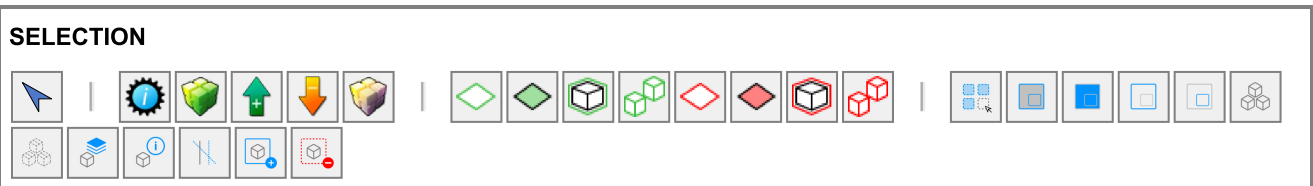
SELECTION

	Crop Selection.	*[s4u-Crop Selection] - Crop Selection. - Crop Selection by Rectangle, Polyline, Circle.*
	info	*[nz_ConvertMe] - info*
	Convert to Components	*[nz_ConvertMe] - Convert to Components*
	Extract ID	*[nz_ConvertMe] - Extract ID*
	Apply ID	*[nz_ConvertMe] - Apply ID*
	Convert to Groups	*[nz_ConvertMe] - Convert to Groups*
	Edges	*[Selection Toys] - Edges - Select all Edges in the current selection.*
	Faces	*[Selection Toys] - Faces - Select all Faces in the current selection.*
	Groups	*[Selection Toys] - Groups - Select all Groups in the current selection.*
	Components	*[Selection Toys] - Components - Select all Components in the current selection.*
	Edges	*[Selection Toys] - Edges - Deselect all Edges in the current selection.*
	Faces	*[Selection Toys] - Faces - Deselect all Faces in the current selection.*
	Groups	*[Selection Toys] - Groups - Deselect all Groups in the current selection.*
	Components	*[Selection Toys] - Components - Deselect all Components in the current selection.*
	Reverse Selection	*[M Moser Selection Filter] - Reverse Selection - 反选*
	Edges Only	*[M Moser Selection Filter] - Edges Only - 仅线*
	Faces Only	*[M Moser Selection Filter] - Faces Only - 仅面*
	Outer Edges	*[M Moser Selection Filter] - Outer Edges - 外边缘*
	Inner Edges	*[M Moser Selection Filter] - Inner Edges - 内部线*
	Components	*[M Moser Selection Filter] - Components - 全部组件*

	Groups	*[M Moser Selection Filter] - Groups - 全部组*
	Same Layer	*[M Moser Selection Filter] - Same Layer - 相同图层*
	Same Component/Group	*[M Moser Selection Filter] - Same Component/Group - 相同组件/组*
	All Guide	*[M Moser Selection Filter] - All Guide - 仅辅助线*
	Temp Group for Selection	*[M Moser Selection Filter] - Temp Group for Selection - 生成临时分组*
	Release temporary groups	*[M Moser Selection Filter] - Release temporary groups - 解散临时分组*

EDGES & FACES
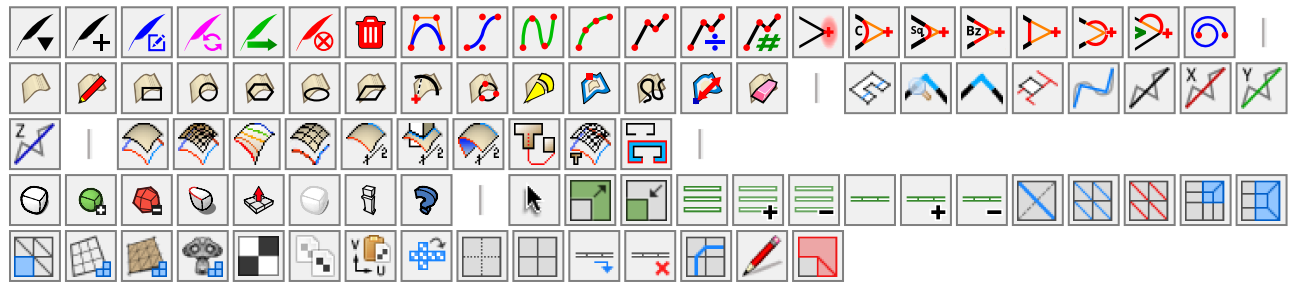
Quick Launcher		*[FredoSpline] - Quick Launcher - Pop up a small dialog to launch commands*
Create Curves		*[FredoSpline] - Create Curves - Create a curve (based on the last created one)*
Edit Curves		*[FredoSpline] - Edit Curves - Curve Edition*
Swap Curves		*[FredoSpline] - Swap Curves - Swap the definition of curves based on their control points*
Convert Curves		*[FredoSpline] - Convert Curves - Convert curves and sequence of edges based on their vertices*
Purge data		*[FredoSpline] - Purge data - Purge FredoSpline data by curve*
Purge All data		*[FredoSpline] - Purge All data - Purge All FredoSpline data by curve*
Bezier Classic		*[FredoSpline] - Bezier Classic - Simple Bezier curve*
Bezier Nurbs		*[FredoSpline] - Bezier Nurbs - Nurbs with advanced parameters*
Local Fit Spline		*[FredoSpline] - Local Fit Spline - Fit spline with local control*
Global Fit Spline		*[FredoSpline] - Global Fit Spline - Fit spline with global control*
Polyline		*[FredoSpline] - Polyline - Simple polyline*
Polyline Divider		*[FredoSpline] - Polyline Divider - Polyline with division with segments of specified length*
Polyline Segmentor		*[FredoSpline] - Polyline Segmentor - Polyline with division in equal segments*
Polycorner Generic		*[FredoSpline] - Polycorner Generic - Simple Polyline (with options at corners)*
Polycorner Arc		*[FredoSpline] - Polycorner Arc - Polyline with circular fillet at vertices*
Polycorner Squircle		*[FredoSpline] - Polycorner Squircle - Polyline with squircle fillet at vertices*
Polycorner Bezier		*[FredoSpline] - Polycorner Bezier - Polyline with Bezier junction at vertices*
Polycorner Chamfer		*[FredoSpline] - Polycorner Chamfer - Polyline with Chamfering at vertices*
Polycorner Dog-Bone		*[FredoSpline] - Polycorner Dog-Bone - Polyline with circumscribed arc of circle at vertices*
Polycorner T-Bone		*[FredoSpline] - Polycorner T-Bone - Polyline with half-circle on longer edge at vertices*

⊙	**Courbette**	*[FredoSpline] - Courbette - Curve based on continuous arcs of circle*
	Generic Tools on Surface	*[Tools on Surface] - Generic Tools on Surface - Start any tool and keep it persistent during session*
	Line on Surface	*[Tools on Surface] - Line on Surface - Draw Lines and Construction Lines on Surface*
	Rectangle	*[Tools on Surface] - Rectangle*
	Circle	*[Tools on Surface] - Circle*
	Polygon	*[Tools on Surface] - Polygon*
	Ellipse	*[Tools on Surface] - Ellipse*
	Parallelogram	*[Tools on Surface] - Parallelogram*
	Arc	*[Tools on Surface] - Arc*
	Circle (3 Points)	*[Tools on Surface] - Circle (3 Points)*
	Sector (Pie)	*[Tools on Surface] - Sector (Pie)*
	Offset on Surface	*[Tools on Surface] - Offset on Surface - Draw offset contours on Surface*
	Free Hand on Surface	*[Tools on Surface] - Free Hand on Surface - Free Hand on Surface (without inference)*
	Edit Contours on Surface	*[Tools on Surface] - Edit Contours on Surface - Interactive edition of contours on surface*
	Eraser on Surface	*[Tools on Surface] - Eraser on Surface - Eraser on Surface (remove edges)*
	Divide Face	*[Edge Tools²] - Divide Face - Split faces into multiple pieces*
	Find Edge Gaps	*[Edge Tools²] - Find Edge Gaps - Inspect and close edge gaps*
	Close All Edge Gaps	*[Edge Tools²] - Close All Edge Gaps - Close all edge gaps*
	Erase Stray Curves	*[Edge Tools²] - Erase Stray Curves - Erase stray curves*
	Simplify Curves	*[Edge Tools²] - Simplify Curves - Simplify selected curves*
	Co-linear from start to end	*[Edge Tools²] - Co-linear from start to end - Make vertices colinear from start to end*
	Co-linear to Red (X) Axis	*[Edge Tools²] - Co-linear to Red (X) Axis - Make vertices colinear in the X axis*
	Co-linear to Green (Y) Axis	*[Edge Tools²] - Co-linear to Green (Y) Axis - Make vertices colinear in the Y axis*
	Co-linear to Blue (Z) Axis	*[Edge Tools²] - Co-linear to Blue (Z) Axis - Make vertices colinear in the Z axis*
	Extrude Edges by Rails	*[ExtrudeTools] - Extrude Edges by Rails - ...*
	Extrude Edges by Rails to Lattice	*[ExtrudeTools] - Extrude Edges by Rails to Lattice - ...*
	Extrude Edges by Loft	*[ExtrudeTools] - Extrude Edges by Loft - ...*
	Extrude Edges by Edges	*[ExtrudeTools] - Extrude Edges by Edges - ...*
	Extrude Edges by Vector	*[ExtrudeTools] - Extrude Edges by Vector - ...*
	Extrude Edges by Vector to Object	*[ExtrudeTools] - Extrude Edges by Vector to Object - ...*
	Extrude Edges by Lathe	*[ExtrudeTools] - Extrude Edges by Lathe - ...*
	Extrude Edges by Faces	*[ExtrudeTools] - Extrude Edges by Faces - ...*
	Extrude Edges by Rails by Face	*[ExtrudeTools] - Extrude Edges by Rails by Face - ...*
	Extrude Edges by Offset	*[ExtrudeTools] - Extrude Edges by Offset - ...*

⊘	**Subdivided**	*[SUbD] - Subdivided - Toggle between control mesh and subdivided mesh.*
🔍	**Increase Subdivisions**	*[SUbD] - Increase Subdivisions - Increase number of subdivisions.*
🔴	**Decrease Subdivisions**	*[SUbD] - Decrease Subdivisions - Decrease number of subdivisions.*
⬡	**Crease Tool**	*[SUbD] - Crease Tool - Adjust edge and vertex sharpness to create creases.*
♦	**Quad Push/Pull Tool**	*[SUbD] - Quad Push/Pull Tool - Toggle custom Push/Pull tool for subdivided meshes.*
◯	**Display Edges**	*[SUbD] - Display Edges - Toggles the display of edges in the viewport.*
ⓘ	**Entity Info**	*[SUbD] - Entity Info - Toggle SUbD Entity Info dialog.*
❓	**Getting Started**	*[SUbD] - Getting Started - Help and general introduction to SUbD.*
▶	**Select**	*[QuadFace Tools] - Select - Selection tool to work with quads.*
▦	**Grow Selection**	*[QuadFace Tools] - Grow Selection - Expands the selection to the neighbouring entities.*
▦	**Shrink Selection**	*[QuadFace Tools] - Shrink Selection - Removes the bordering entities from a selection.*
☰	**Select Ring**	*[QuadFace Tools] - Select Ring - Selects rings of edges and faces based on the current selection.*
☰	**Grow Ring**	*[QuadFace Tools] - Grow Ring - Incrementally expands the ring selection.*
☰	**Shrink Ring**	*[QuadFace Tools] - Shrink Ring - Incrementally shrinks the ring selection.*
▭	**Select Loop**	*[QuadFace Tools] - Select Loop - Selects loops of edges and faces based on the current selection.*
▭	**Grow Loop**	*[QuadFace Tools] - Grow Loop - Incrementally expands the loop selection.*
▭	**Shrink Loop**	*[QuadFace Tools] - Shrink Loop - Incrementally shrinks the loop selection.*
⊠	**Flip Triangulation Tool**	*[QuadFace Tools] - Flip Triangulation Tool - Flips the dividing edge in the picked triangulated quads.*
▨	**Triangulate**	*[QuadFace Tools] - Triangulate - Triangulates selected quads.*
▨	**Remove Triangulation**	*[QuadFace Tools] - Remove Triangulation - Remove triangulation from selected planar quads.*
▦	**Build Corners**	*[QuadFace Tools] - Build Corners - Builds a quad corner based on the selected edges to make an edge-loop turn.*
▦	**Build Ends**	*[QuadFace Tools] - Build Ends - Builds a quad ending to two parallel loops based on the selected edges.*
▨	**Triangulated Mesh to Quads**	*[QuadFace Tools] - Triangulated Mesh to Quads - Convert triangulated mesh to quads.*
▦	**Wireframe to Quads**	*[QuadFace Tools] - Wireframe to Quads - Convert a set of edges forming a wireframe to Quads.*
▨	**Sandbox Quads to QuadFace Quads**	*[QuadFace Tools] - Sandbox Quads to QuadFace Quads - Convert Sandbox Quads to QuadFace Quads.*
▨	**Blender Quads to QuadFace Quads**	*[QuadFace Tools] - Blender Quads to QuadFace Quads - Convert Blender imported quads to QuadFace quads.*
◨	**UV Mapping**	*[QuadFace Tools] - UV Mapping - UV maps selected Quads from picked U and V axis.*
▨	**Copy UV Mapping**	*[QuadFace Tools] - Copy UV Mapping - Copy UV mapping from selected quad-mesh.*
▨	**Paste UV Mapping**	*[QuadFace Tools] - Paste UV Mapping - Paste UV mapping to selected quad-mesh.*
▦	**Unwrap UV Grid**	*[QuadFace Tools] - Unwrap UV Grid - Unwraps picked UV mapping grid to a flat mesh.*
▦	**Smooth Quads**	*[QuadFace Tools] - Smooth Quads - Smooths the edges of the selected quads.*
	Unsmooth Quads	*[QuadFace Tools] - Unsmooth Quads - Unsmooths the edges of the selected quads.*

Insert Loops   *[QuadFace Tools] - Insert Loops - Insert loops from the current set of selected edges.*

Remove Loops   *[QuadFace Tools] - Remove Loops - Remove the loops which the selected edges are part of.*

Connect Edges   *[QuadFace Tools] - Connect Edges - Creates new edges between adjacent pairs of selected edges.*

Line   *[QuadFace Tools] - Line - Draw edges from point to point.*

Live Mesh Analysis   *[QuadFace Tools] - Live Mesh Analysis - Colorize tris, quads and n-gons.*