

SketchUP Tools as used in Crate Pro 6 Videos

Each Crate Style template includes multiple files: one for each base configuration (lumber vs plywood, skids and/or Rub Strips). Open in SKetchUP the correct file. The SKP file name defines the base, example: LPO-101 – L is a lumber base. LPO-101 – PR is a plywood base with rub strips.

When working in SketchUP there are multiple options to save your model:

- FILE > EXPORT > 2D GRAPHIC: Allows you to save the current image as a png or jpg which can added to *Design > Pictures* tab. In *Design > Print/Email* you can click on a single image or select all to print on a page with detail on that design.
- FILE > SAVE A COPY AS: Saves a copy of the file you're currently working on and allows you to rename the saved copy > But does not change the name of the open file you're using.
- FILE > SAVE AS: : Saves a copy of the file you're currently working on and allows you to rename the saved copy > Changes the name of the open file you're using.

Open a few more toolbars when you first open SketchUP:

- Select View > Toolbars > Construction
- Select View > Toolbars > Views
- Select View > Tollbars > Large Tool Set



Select Tool: (spacebar)

- Selecting this tool allows you to select a panel, a component on the panel, the entire model or multiple panels or components. This is a key tool,
- You can select multiple panels or components by clicking on the **Select** tool then holding the CTRL key, click on the panels you want to connect for the move
- The **Select** tool is activated when the item you select outlined in blue



Dimensions tool:

- Select this tool and left click on an end point of any component (this is your start point)
- Move your mouse to another end point and left click
- Pull away to move the dimensions bar to where you want it and left click to finish
- on each dimension line you want to change, right click, select EDIT TEXT and enter the dim or text as needed



Views tool:

- Allows you to square the model to your screen.

This will make it easier to add the dimensions quickly when the panel is not viewed at an angle

- Click on each house icon to change the viewing angle



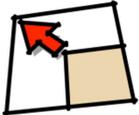
Move tool: (M key)

- Components in the Crate Pro CAD files are grouped. So if you want to move a single panel, the cleats and sheathing stay together. With the Move tool you can move a panel(s) away from the model to see the inside of the crate.
- If you want to move a single component, you use the **Select** tool or double click on the specific component until it's outlined in blue.
- If you want to move multiple panels together, it's easier if you can see them so they can be selected. Use the **Views > ISO** button or use the **Orbit** tool to adjust the crate which best allows you to see the panels you want to capture. Click on the **Select** tool then holding the CTRL key, click on the panels you want to connect for the move
- Click on the **Move** tool and drag the panels where you want them. Use the escape key on your keyboard to release the **Move** tool
- To select the entire crate for a move, do *CTRL + A* or *Edit > Select All*



Orbit tool:

- This allows you to rotate and turn the crate in any direction.
- This is beneficial if you remove a panel(s) and want a better angle to display dimensions or additions to the crate
- When selected all panels will rotate and turn even if you've moved them away from the crate
- If you added dimension line they'll also move and may need to be adjusted to be seen better by using the **Dimension tool** again



Scale Tool: (S key)

- This tool allows you grab the end points of any object and resize it
- When selected the object will appear with green end point dots. Left click on any dot and resize the object as desired
- Using a corner point will maintain the scale equally.



Rotate Tool: (Q key)

- This tool allows you to rotate a component around an axis point
- Select your component using the Select tool so its highlighted in blue. Then select the Rotate tool.
- You'll want to rotate around a center point or axis. Think of it like a see-saw.
 - Example: To rotate a lumber cleat, move the rotate tool to a middle point in the cleat. Much like the center bar of the see-saw . Click on that center point so a purple dot remains
 - Click on an end of the cleat to leave a 2nd purple dot. This is the move point. Now you can drag that end point and the cleat will rotate around the center point.
- When done click on the escape key