MaqueTools toolbar by Mitch Heynick

Group/Tool	*Explanation*
Alignment	
Align Bottom to Point	*Aligns lowest point of an object to the Z-level of a picked point*
Match Object Z Level	*Moves object in Z to a picked point*
Object Point to New Z	*Move point on object to new Z Level (keyboard or pick)*
EquiCenter Objs X-Y	*Redistributes objects center to center evenly in world X and/or Y (uses bounding box)*
EquiSpace Objs X-Y	*Redistributes objects to have equal space between them in world X and/or Y*
Closest Dist btw Objs	*Iteratively finds the closest distance between 2 surface or polysurface objects*
Stack objects	*Stack objects in Z or along an axis*
Project Volumes	*Projects volumes to surfaces or meshes (objects will be embedded in surface)*
Align bottom to 0	*Aligns bottom of object to world Z0 plane*
BoundingBox	
Planar Minimum BB	*Tries to find the closest fit rectangle for a 2D (planar) object*
BoundingBox w/Size	*Creates a bounding box with on-screen dimensions as text dots*
Adjust BoundingBox	*Creates a bounding box with user adjustable dimensions in 3 axes*
Point Functions	
Ordered 3D Point Grid	*Generate ordered grid of points in XY or XYZ*
Random 3D Point Dist	*Generate a collection of randomly spaced points in 3D*
Offset Curves	
OffsetCrvs2SidesEnds	*Offset multiple curves both sides with end choices*
OffsetClosedCrvsInOut	*Offset multiple closed curves inside, outside or both*
MultiBooleanOffset	*Creates multiple combined offset outlines from a set of closed planar curves*
OffsetObject(s)Outline	*Creates an offset outline of a 3D object*
Curve Functions	
BoundaryTrim Crvs	*Trims curves inside or outside a closed boundary*
ScaleCircles	*Scales selected circles by a factor*
Force Crv Direction	*Makes all selected closed planar curves CW or CCW*
Insert PL in Curve	*Insert a polyline into a curve*
PL by Angle+Length	*Create a polyline by inputting successive lengths and relative polar coordinates*
Curve Repair	
Rem Short Crv Segs	*Removes segments of curves smaller than file tolerance*
DPRefit Polylines to Tol	*Douglas-Peucker refit polyline to tolerance algorithm*
Remove Xtra PL Pts	*Remove unnecessary polyline points (angle tolerance)*
Reduce Crv Pt Count	*Rebuild curves with less points (reduction factor)*
RebuildReduce PLines	*Fit smooth curves to polylines with reduced point count (reduction factor)*
Rebuild Crvs ByLength	*Rebuild multiple curves with a point count proportional to length*
Surf Functions	
Make Quad Srfs	*Make untrimmed quad surfaces from closed 4 sided polylines*
Conv Srfs to Quads	*Make untrimmed quad surfaces from trimmed surfaces if possible*
Multiple Planar Srfs	*Make one planar surface from each selected closed planar curve*
Multiple UnrollSrfs	*Unroll multiple surfaces or polysurfaces*
Curve Piping	
MultiRoundPipe	*Make round pipes from a selction of curves*
MultiSquarePipe	*Make sqaure pipes from a selction of curves*
MultiRectPipe	*Make rectangular pipes from a selction of curves*
Profile MultiPipe	*Make profile pipes from a selction of curves (choose profile on Z0 plane)*
Copy/Array	
Circles at Points	*Creates a circle of user specified diameter at all selected points*
Spheres at Points	*Creates a sphere of user specified diameter at all selected points*
Copy Object to Points	*Copies one object from one picked point to a group of selected points*
Array Diagonal	*Arrays a set of objects along an XY or XYZ diagonal*
Array Helical	*Arrays a set of objects along a helix (stair-like)*
Transforms	
MultiObj FlowCrv	*Flow one object from one base curve to multiple destination curves*
RemapObjs to World	*Remap objects from 3 points to world Z 0*
Comp/Exp Obj Spacing	*Compress or expand the space between objects by scaling their distance from a given point*
	* the above does not check for interferences produced by the scaling, objects may overlap
Uniform Scale Objs Ctr	*Scales objects uniformly in 3D about their bounding box center or centroid (LMB/RMB)*
NU Scale Objs Ctr	*Scales objects non-uniformly in 3D about their bounding box center or centroid (LMB/RMB)*
Random Scale Objs Ctr	*Scales objects about their centers randomly in X, Y, and Z (with max and min in each axis)*
Random Rotate Objs Ctr	*Rotates objects about their centers randomly (with angle limitation)*
Sel by Object Type	*All self-explanatory except:*
SelFence	*Use a pre-existing curve fence to select objects*
Sel by Obj Property	
Sel by Linetype	*Select curves by linetype*
Sel Crvs by Length	*Select curves by length criteria (greater than, less than, equal to, etc.)*
Sel Crvs by Area	*Select closed planar curves by area (greater than, less than, equal to, etc.)*
Sel Arcs by Radius	*Select arcs or circles by radius (greater than, less than, equal to, etc.)*
Sel Srfs by Area	*Select surfs or polysurfs by area (greater than, less than, equal to, etc.)*
Sel Small Srf+PSrf	*Select surfaces or polysurfaces less than a certain size (area)*
Sel by Z Level	*Selects planar curves and surfaces by Z level (or a range of Z levels)*
	*RMB of above isolates the objects found, hiding the rest
SliceNFlat	*Slices objects,numbers slices, and prepares flat layouts for cutting*