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MaqueTools toolbar by Mitch Heynick

Make sure you have the correct version: Maquetools.rui is for Rhino V5; Maquetools.tb is for V4.
Note: These tools do not run on native Mac versions of Rhino

Group /Tool		***Explanation*** (**+** = New ; ***** = Updated)
Alignment		
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 touch or be embedded in surface)*
Move Objs to New Z	*	*Move multiple/single objects to new Z level (LMB/RMB)*
Move Pt on Obj to Z0	*	*Move point on object to World 0/Cplane 0 in Z (LMB/RMB)*
Align bottom to Z	*	*Moves object(s) vertically so thier lowest point is at specified Z level*
Align bottom to 0	*	*Moves object(s) vertically so thier lowest point is on world Z0 plane*
Import		
BatchImport	+	*Batch import 3DM, DXF, DWG, STEP, IGES, STL, Solidworks files*
Ascii Grid Import	+	*Import ASCII Grid files and create point cloud, mesh or surface*
XYZ RGB Import	+	*Import XYZ RGB color point files (V5 only! - Python script)*
Export		
Export STL	+	*Export STL files with various presets for 3D printing*
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*
ClosedCrvMultiOffset		*Offset one curve multiple times to the outside*
MultiBooleanOffset	*	*Creates multiple combined offset outlines from a set of closed planar curves*
OffsetObject(s)Outline	*	*Creates an offset outline of a 3D object*
OffsetPtsAlongCrv	+	*From a start point, creates individual (variable) distance offsets of the point along the curve*
Curve Tools		
Scale Circles		*Scales selected circles by a factor*
Replace Circle Dia	+	*Replaces circles of specified diameter with circles of new diameter*
Change Circle Dia	+	*Replaces all selected circles with circles of new diameter*
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*
UnrollPolyline	+	*"Unrolls" a polyline along the X axis*
PlanarizeCurve	+	*Makes a "near planar" closed curve planar (best fit or active Cplane)*
DetectOverlaps	+	*Detect overlaping coplanar curves (does not fix anything!)*
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*
SimplifyPlanarSrfs	+	*Replace planar surfaces or polysurface faces with trimmed planes if possible*
Retrim Surfaces	+	*Untrim and retrim surfaces (to try to fix bad objects)*
Multiple Planar Srfs		*Make one planar surface from each selected closed planar curve*
Multiple UnrollSrfs		*Unroll multiple surfaces or polysurfaces*
SrfFromPointGrid	+	*Creates a surface from an existing ordered rectangular grid of points (aligned with XY axes)*
RandomZGridAndSrf	+	*Creates a point grid and/or surface with ordered X and Y and random height Z points*
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)*
Split/Trim		
BoundaryTrim Crvs	*	*Trims curves inside or outside a closed boundary*
Split All Curves	+	*Split all selected curves with each other*
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*
RemapPlanarObjsToW		*Remap planar objects from their object plane to to world XY plane*
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		*Select objects by object type (lines, circles, etc.) - all self-explanatory except:*
SelFence		*Use a pre-existing curve fence to select objects*
Sel by Obj Property		*Select objects by object property (length, area, etc.)*
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 Meshes by Area	+	*Select meshes by area (greater than, less than, equal to, etc.)*
Sel Small Srf+PSrf		*Select surfaces or polysurfaces less than a certain size (area)*
Sel Small Meshes	+	*Select meshes 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*
View and Display		
ResetViewToTitle	+	*Resets a named view to the stored parameters*
UpdateNamedView	+	*Replaces stored named view with the current one*
SetBackgroundColor		*Sets all viewport backgrounds to preset grays or picked color*
GradientBackground		*Choose gradient background presets in current viewport using GradientView*
SliceNFlat		*Slices objects, numbers slices, and prepares flat layouts for cutting*