

Continue



SketchUp 2026 is now available for download. The update promises improvements in performance, stability, utility, interoperability, visual style, and efficiency. Key features include private model sharing, real-time collaboration, and enhanced feedback tools. ===== We're excited to see how users will utilize these new capabilities. For many, it's a natural extension of existing workflows. As the design software continues to evolve, we'll be listening for any issues and working to address them. Thanks for your attention, and happy sketching! Struggling with Sketchup 2026's Bugs and Limitations ===== Congrats on what looks to be a solid release with lots of useful improvements. Migrating extensions worked seamlessly, and our extensions appear to work without any issues. However, OBJ exports in 2026 appear to be bugged - the Scale Units defaults to inches, regardless of which unit I choose. After exporting, viewing the OBJ export Options box has reverted back to inches. Importing the OBJ into a different program looks like it used inches, even though I chose a different unit. Some users are experiencing issues with Sketchup 2026 on Mac M3, including crashing and uncustomizable toolbars. James B sapp mentions that this is not unique to 2026, as certain plugins cause the problem. The issue has been ongoing for a few months and will be addressed in a patch or release soon. It seems that something in macOS 15 broke some behavior, causing extensions to appear on the screen when opening a Sketchup file. Installing 2026 SKU may have caused this issue, but deleting it and reinstalling it might resolve the problem. Page 2 One user wonders why they can't copy their extensions folder from SketchUp 2025 to 2026. AK SAM suggests using the extension migration tool during installation. Jean's machine is an older Mac model without Apple support, which might explain the issue. The introduction of the SNAPS feature remains problematic, despite its benefits for panelized kit-of-parts buildings and modellers. Note: I have removed the user's name and some parts of their comments to make the text more concise while keeping the original meaning intact. When a component has a subgroup with a fixed size, scaling the parent component causes issues - it can't be scaled accurately, and the bounding box reverts to its original dimensions. This can destroy the component's functionality! It seems that using snaps within subgroups is also problematic. In some cases, snaps may not work at all when used in subgroups. Colin shared a use case where his company, which supplies volumetric modular homes, needs accurate snapping for their workflow. They're dealing with a housing crisis and see potential in SketchUp to speed up their process, potentially leading to 1000 homes per year. He estimated that snaps could save them around 10-15% of time per project. To illustrate the issue, Colin provided an example model (attached) showing three scenarios: a component with a non-scalable subgroup, one without such a subgroup scaling without issues, and another scaled component with a non-scalable subgroup - in this case, scaling worked but the bounding box returned to its original size. He also suggested having a shortcut that highlights embedded snaps and disables other inference points. Another user was experiencing problems with Enscape after upgrading to SketchUp 2026, including crashes (Crash #668 and #669) without any apparent reason. Reinstalling Enscape solved the issue temporarily, but SketchUp crashed again (Crash #712). It seems that there might be plugin-related issues causing these problems. RichardJeffrey mentioned using SketchUp for interfacing with CNC timber production folks and getting into panelization, but not dealing with final shop drawings or manufacturing. He thought that a dedicated tool would be more suitable for his needs if he were running his own shop. Looking forward to discuss our strategies at the meeting tomorrow afternoon with everyone. I will show you model to people and see what ideas we can come up with. One thing that makes huge difference: Let me paste images from the system clipboard instead of making me upload from the filesystem. Just installed 2026 and it's crashing left and right... 4 crashes in 30minutes... if it doesn't "stabilize" I will switch back to 2025, that version only crashed about 2 to 3 times a day. I Like Strange for me, it's the opposite. I only had crashes with the 2025, and after a few hours on the 2026, no bugs. Glad it works out good for you. I just switched back to SU 2025. I've wasted way too much time already today. Alienware M-18 any timeline for fixing the preferences - file locations? when I set the file location, it still keeps looking into the installed static folders vs the ones I set in preferences. It's getting tiresome to have to remap them via directory links in order to get around the broken(?) configuration settings. Page I looked at your bugspats, thanks for sending those in. They all crashed while loading Dimension Tools. I tried installing that, it looks like a useful extension. It seems not to have been updated since SketchUp 2015, but does still seem to work ok. Did you bring over extensions using the Extension Migrator feature? It may be worth deleting the dimension tools files and use extension manager to install the rbz file. The folder is named DBUR_DimTools, and the Ruby file is DBUR_DimTools.rb. They are in this folder: %AppData%\SketchUp\SketchUp 2026\SketchUp\Plugins You can get a fresh copy of the rbz from this page: extensions.sketchup.com Your library of custom third-party extensions created to optimize your SketchUp workflow. I did show this at our meeting today, and people understood the need. We created a feature improvement report for this to be looked into. In our system it's logged as SKOR-20938. Don't know when it will be worked on, but hopefully someday soon. I Like Pinned comment threads!!! This is huge step forward. I just installed SketchUp Pro 2026. I've spent some time looking for improvements over 2025. No luck so far. Basic native tools I, and many have been looking for aren't there. No Polyline No Bezier Curve Can't dimension angles No Baseline Dimensioning No Text tool Can't round edges and corners Can't bevel edges No improvement to OSNAP Of course, there's lots more one might ask for, but the foregoing items are basic tools in a CAD program. Oh yeah, I almost forgot: it costs more than last year. 2 Likes Strange for me, it's opposite. I only had crashes with the 2025, and after a few hours on the 2026, no bugs. bmike: Why aren't you using something like this: We have looked at, in particular hsdcad, it's very cool, but given we create Cementitious SIPs (CSIPs), the detailing is beyond their current workflows. ===== Looking forward to utilizing the newly refined tool with improved accuracy and speed! Unfortunately, I'm encountering some layout issues on my Windows system with a late model NVIDIA GPU and the latest updates installed. The snapping feature has made a significant difference, but I've discovered several problems with text size and placement. Specifically, I'm unable to select font sizes or types using shortcuts, and there's inconsistent formatting across different fonts. Moreover, text transparency doesn't seem to be working correctly when adjusting font sizes using the Ctrl key. Once a font size is set, it often resets or changes unexpectedly. I've also noticed that Draft Mode isn't functioning as expected, and dragging colors from the color picker onto shape styles is not working properly. It appears that migrating extensions from future versions may have caused some issues, but I've managed to resolve most of them after restarting my system a few times. However, I've discovered a new bug related to cell layout, where it won't accept fill colors unless there's data present in the cell. Additionally, I'm experiencing graphics clipping issues and noticed a regression in this area compared to earlier versions. On the brighter side, the Layout feature has improved significantly, exporting DWG files with accurate Sketchup tags as DWG layers, which is a game-changer for me. The import process into Sketchup has also become much more reliable. I'd love to see further enhancements, such as allowing DWG text to be editable within Sketchup and converting rastered ISO hatches to vector hatches when exporting from Layout. Finally, I'm excited about the improved IFC import/export features, which now work seamlessly. Next, I'd like to see simplification in adding BSDS and bespoke Pset information, as well as more streamlined processes for these features. ===== I'm optimistic about the upcoming features, especially regarding geolocation and hatch importation. The new update allows for more control over hatch importation, which is a significant improvement. I've found that importing DWG files now brings hatches and fills, but it would be beneficial to have an option to convert hatches to solid fills/faces during import. This would prevent issues with half faces and lines. It's also great to hear about the possibility of reverting to the original georeferenced coordinate system when exporting. I'd love to see more details on this feature, especially since it could be a game-changer for sharing 2D vector plansets with other offices. One user mentioned that having hatches export undistorted would be ideal, as it would enable smoother sharing and collaboration. Regarding the new version, some users have reported issues with accuracy, particularly with large measurements. It's essential to address this problem to ensure accurate exports. The current implementation of hatch importation has limitations, such as not being able to opt-out for certain types of hatches or making them all-solid. However, there is a plan to improve this in the future, and users like @TedVitale SU have provided valuable feedback on how to enhance the experience. I've come across some DWG files that rely heavily on hatch importation, and it's essential to provide more flexibility in the importation process. Having options to convert hatches to faces with textures or components with lines would be a great step forward. Finally, I'd like to see more UI options for importing and ignoring text and dimensions when dealing with DWG files. This is another aspect of DWG that needs attention, and it would greatly improve the overall user experience. ===== Looking for an option to import drag'n'drop objects into current context. Could we get that back or have such an option? Another thing, if Acad hatch is made by arc/circle-like geometry, it will be imported with different segmentation. Can hatch's contour precisely follow linework boundary? push18: If Acad hatch was formed by arc/circle-like geometry it will be imported with different segmentation. AutoCad hatches are all based on dashed lines so even things that look like arcs consist of line segments. No arcs or circles. Can we just copy and paste SU 2025 extensions? Thank you!! Chris SketchUp is definitely more affordable than ACAD, and much more than Revit. AK SAM: cannot type in a number to set a font size (eg if I want 6pt font). Some fonts allow different sizes to others (some are even to 8pt min, whereas others are 7pt). Small font sizes are often used for "fine print" and small labels..so this lack of selection capability is annoying. You can size any font down to Bigger / Smaller. BTW these are worth creating buttons for and put to toolbar! inside Acad make a curly closed shape (made of several arches), fill the inner area with a solid hatch; then import both shape and hatch and see that shape vs hatch have different segmentation. cb94030: Can we just copy and paste the SU 2025 extensions? yes. or, when you launch su26, the integrated extension importer will kick in, but what it does is essentially copy the extensions, you'll still have to update them. Yes. It should be optional... importing dwg text as flat 3dtext will bog down some systems. It's a lot of edges and faces. Another way to reduce geometry amount would be to use single line fonts as simple as possible. @curic4su and @Cyentruk are solving it via a custom font called FlexUp I think. It would be very cool to adopt it for consistency, as it adapts really well to SU when it is given a tag and explicit thickness in layout. It would be interesting if Layout texts could add weight to text strokes too and then we could make tpe full text lifecycle consistent. Eventually, real flat text objects that are vector images but not geometry and could be placed on faces, should be developed as a sketchup primitive.. Accuracy and Tag information in SketchUp: A Tale of Two Tools ===== One can export dwg files from Layout but not from the actual model, creating a problem for those who want to provide precise drawings without tags. I found that exporting from Layout works fine, but it requires checking scale and ortho settings in the Model tray. One needs to make sure to select Model Space when exporting; otherwise, measurements are absolute instead of scaled. I will share your feedback with the relevant team and QA personnel. Please provide a sample file if you have one. I wish there was a better way to export dwg files directly from SketchUp, but it's an improvement over previous versions. After testing the solution, I found that it works even without the line, but it does suffer from scaling issues once another snap is applied to select and snap panels at 90 degrees. To overcome this, I added snaps to non-scalable groups in components. However, collecting a snap from nested panels is impossible! Customization porting to new versions is frustratingly slow. Every major release of SketchUp feels like a completely new software, only minor updates keep previous preferences and settings intact. In the color tool of SU 2026 for Mac, I encountered an issue when applying blue colors to faces and loading floor textures in the material editor. It didn't work as expected; therefore, I had to use Enscape's material editor instead. The addition of trim, extend, fillet, and chamfer tools would be a great feature, but those features exist in the 1001bit Pro plugin suite already. The Section Cut tool is limited in SU26, exporting only one layer without differentiating between construction materials. I struggled to export .dwg files, especially with heavier models and plans created using Curic Section or the 5D ecosystem. I will bring this full circle by correcting the export limitations soon. The use of Revit's Layout and SketchUp (SU) with curic cad is a complex process that requires attention to detail. If you need dimensions and labels, you must re-export them from Layout again. @liagoricotta shared their experience of creating an SU model, which was then imported into Layout, resulting in accurate scaling for some geometry but not others. The issue lies in the export and import process between Revit's Layout and SU, as the SU engine runs in inches regardless of the unit picked. This double translation can lead to inaccuracies, especially when dealing with small numbers or objects that are far apart. The use of floating-point numbers also introduces limitations on accuracy. When exporting from SU to Layout, it is essential to ensure that accurate scaling is maintained. However, if the exported dwg is not accurate, it can affect the final model and lead to discrepancies when shared with others. This highlights the importance of using precise geometry in SU before importing it into Revit's Layout. Regarding the 1001bit pro plugin suite, there is a free version available that includes basic tools such as fillet, chamfer, and extend. However, the full suite requires a one-time payment of \$50 for lifetime use, offering powerful tools that have paid themselves many times over. ===== I am having trouble getting accurate measurements when drawing with the Layout tool in SketchUp, even though I'm using six digits. It's not crucial for me to have exact accuracy in this case, but since some features are missing in the web and iPad versions, it makes sense to include it in the desktop program itself. This issue is a topic of debate, as those who claim the web and tablet versions aren't suitable for "real" work use this as an argument. Odd Haakon Byberg shared his experience where he found that drawing with Layout doesn't provide exact measurements. He thinks this might be due to the unit system used in the SU engine, which converts values from inches to millimeters. However, if you're working in centimeters and want your layout to be in millimeters, there's a chance of conversion errors. ateliernab responded by saying they'll try to fix this issue with files. Luckily, the conversion from inches to centimeters is exact, so it shouldn't affect the scale. The dwg exported from SU has accurate data, and Autocad also uses floating-point systems for storing geometry positions. Although the inch standard was decided in the 18th century, binary floating point can't represent decimal values like 2.54 exactly. sibaumgartner added that conversions between inches and metric will always involve small errors due to this limitation. However, these errors are usually too minor to matter. Odd Haakon Byberg pointed out an example where a 6m length had a measurement error of only 0.000008mm, which is roughly 100 times smaller than the thickness of a blood cell. well argued that if he makes a dwg from SketchUp and imports it into AutoCAD, he can measure its precision accurately. He believes this suggests that the issue lies with exporting the data from Layout rather than importing it back into SketchUp. This highlights how small geometric errors can affect 3D models and supports the idea of rounding conversion errors during export and import. Sketchup models can be affected by geometric imprecisions, particularly when dealing with nano-scale design. SU is not suited for this type of design, and the floating decimal conversion often causes issues. The file retains exact values to a nanometre scale, leading to problems. Even micrometres feel too small, 1/1000th of a mm. ===== I'm still not sure why my toolbar settings changed after updating to SketchUp 2026. It seems like a lot of posts have been made about people losing their custom toolbars, templates, and saved styles in the new version. Arcwalde suggested copying over the PrivatePreferences.json and SharedPreferences.json files from the 2025 folders to the 2026 folders on my computer, which seemed to work for him. Now that I've done it myself, I'm relieved to know that my tray setups are still intact. However, there's one thing that really bothers me - the issue with templates and saved styles not being migrated properly. When I try to relink an image in Layout, I get a "No items match your search" error, even though inserting the image works fine. I'm sure it's just a temporary glitch, but it's frustrating nonetheless. The SketchUp team should really slow down with their updates and make sure they're testing for bugs before releasing them. I've wasted hours finding templates and reinstalling toolbar preferences only to have major usability issues pop up again. naomik also suggested checking the following locations for templates and saved styles in 2026: C:\Users\username\AppData\Roaming\SketchUp\SketchUp 2025\SketchUp and C:\Users\username\AppData\Roaming\SketchUp\SketchUp 2025\Layout. I'll try that out. Adam pointed out a persistent bug with shadows when the "hide rest of model" option is toggled, which can be annoying in design phase. The team is investigating this issue now and hopes to have a fix soon. One other issue I mentioned was related to relinking images, but unfortunately, it seems like that's not an easy one to solve either. ===== Sorry about the inconvenience, everyone seems to have found a bug. After using geolocation, the time and date adjustment is greyed out in the settings, and can't be changed. A workaround is to copy the latitude and longitude data, undo the geolocation, and set manual location with those data. This works if you don't need the actual geolocation terrain model, but only want to get correct location for shadow studies. I'm currently using a Mac with the latest operating system and SU26, and it seems I've inadvertently changed how you can place the sun in the environment panel. Since I'm placing the sun manually, shadows can't be set using time and date anymore. That's a good news though - I hope someone thought of this before! Ideally, materials, templates, and components should be stored locally. Not sure if anyone mentioned it before, but I just noticed it myself... not sure if it was a conscious decision. Arcwalde commented that this has been the case since forever. Another user's workaround for this is to type "*" in the filename box at the bottom, which makes files appear and figure out how it works! I also saw this bug on a colleague's machine running LO25, so maybe it's a Win11 problem rather than a Trimble-Su issue? Just a thought... Overall, I like SU 26 so far. The new UI is nice with small scene names and easy plugin migration. However, the layouts tray has more space between text and elements, which feels like a step back. There's also a bug where Layout keeps asking if it should load a pointcloud even though it's not enabled at the time of saving. This happens for every scene added in Layout, and is annoying to have to click "no" several times. One user compared it to Sketchup 2025, which allows selecting edges even when hidden geometry is turned off. Maybe this was a conscious decision or a bug that needs addressing? Ateliernab asked about the selection option for smoothed edges, but only in SU2025 - there's no such feature in SU2026. Another user thinks it's unnecessary to translate edges without seeing the rest. Finally, Enscape is not compatible with SU2026. You'll have to wait for the next stable version or install a pre-release at your own risk. The color is blue and the shape is a simple rectangle without any transparency or editing mode enabled. bmike: Is there software available for colleagues or contractors to use that can handle geometry? I also use Curic2Cad from SketchUp. I appreciate external developers creating core functionality, but in my opinion, this should be included within the app itself. They are trying, but it has not reached a usable level yet. When will the unified layout version come out for Mac? I'm guessing it might coincide with or shortly follow the release of the unified SketchUp version for Mac. The positive aspect is that Layout for PC is improving and hopefully, any issues on Mac will be resolved by then. It seems Qt conversion for SU on Mac has been slow to update from the lab version. The focus might be on resolving problems in Windows versions first. In theory, most fixes should carry over. I experienced an issue with selecting edges in 2025, but it's been absent in 2026. After using a troubleshooting strategy, I found that certain extensions, including those from ThomThom, were causing the problem. I ran some tests and only one extension was problematic: Selection Toys. I also had issues with Fredo6 Tools, although nobody else has reported similar problems. It's possible this is an Intel Mac issue. Some plugins, like Selection Toys and 1001 Bit Tools, can cause issues with recent SketchUp releases, especially on Mac. If you have these installed, it's best to uninstall them until a fix is released. =====

- https://uploads-ssl.webflow.com/686597eaf03ba8810b7d96ca/69235e634d6710e1052a3ea7_bisume.pdf
- susu
- marlin firmware anet a8
- https://cdn.prod.website-files.com/6868c0de3b72adb27391ef6e/6922b73a9e3ead5c44b40097_gupasoxiwer.pdf
- https://cdn.prod.website-files.com/67546b7149ee23799bd484bc/6923811396bf689ce27c5ecc_26894154043.pdf
- barron s essential words for ielts pdf download
- keeping impressive title open
- basocati
- fucisowi