

Animation.nextFrame
 Animation.pause
 Animation.resume
 Animation.stop

 AppObserver.onNewModel
 AppObserver.onOpenModel
 AppObserver.onQuit
 AppObserver.onUnloadExtension

 ArcCurve.center
 ArcCurve.end_angle
 ArcCurve.normal
 ArcCurve.plane
 ArcCurve.radius
 ArcCurve.start_angle
 ArcCurve.xaxis
 ArcCurve.yaxis

 Array.cross
 Array.distance
 Array.distance_to_line
 Array.distance_to_plane
 Array.dot
 Array.normalize
 Array.normalize!
 Array.offset
 Array.offset!
 Array.on_line?
 Array.on_plane?
 Array.project_to_line
 Array.project_to_plane
 Array.transform
 Array.transform!
 Array.vector_to
 Array.x
 Array.x=
 Array.y
 Array.y=
 Array.z
 Array.z=

 AttributeDictionaries.[]
 AttributeDictionaries.delete
 AttributeDictionaries.each

 AttributeDictionary.[]
 AttributeDictionary.[]=
 AttributeDictionary.delete_key
 AttributeDictionary.each
 AttributeDictionary.each_key
 AttributeDictionary.each_pair
 AttributeDictionary.keys
 AttributeDictionary.length
 AttributeDictionary.name
 AttributeDictionary.size
 AttributeDictionary.values

 Behavior.always_face_camera=
 Behavior.always_face_camera?
 Behavior.cuts_opening=
 Behavior.cuts_opening?

Behavior.is2d=
 Behavior.is2d?
 Behavior.no_scale_mask=
 Behavior.no_scale_mask?
 Behavior.shadows_face_sun=
 Behavior.shadows_face_sun?
 Behavior.snapto
 Behavior.snapto=

 BoundingBox.add
 BoundingBox.center
 BoundingBox.clear
 BoundingBox.contains?
 BoundingBox.corner
 BoundingBox.depth
 BoundingBox.diagonal
 BoundingBox.empty?
 BoundingBox.height
 BoundingBox.intersect
 BoundingBox.max
 BoundingBox.min
 BoundingBox.new
 BoundingBox.valid?
 BoundingBox.width

 Camera.aspect_ratio
 Camera.aspect_ratio=
 Camera.description
 Camera.description=
 Camera.direction
 Camera.eye
 Camera.focal_length
 Camera.focal_length=
 Camera.fov
 Camera.fov=
 Camera.height
 Camera.height=
 Camera.image_width
 Camera.image_width=
 Camera.new
 Camera.perspective=
 Camera.perspective?
 Camera.set
 Camera.target
 Camera.up
 Camera.xaxis
 Camera.yaxis
 Camera.zaxis

 Color.alpha
 Color.alpha=
 Color.blend
 Color.blue
 Color.blue=
 Color.green
 Color.green=
 Color.names
 Color.new
 Color.red
 Color.red=

Color.to_a
 Color.to_i
 Color.to_s

 Command.large_icon=
 Command.menu_text=
 Command.new
 Command.set_validation_proc
 Command.small_icon=
 Command.status_bar_text=
 Command.tooltip=

 ComponentDefinition.<=>
 ComponentDefinition.==
 ComponentDefinition.add_observer
 ComponentDefinition.behavior
 ComponentDefinition.count_instances
 ComponentDefinition.description
 ComponentDefinition.description=
 ComponentDefinition.entities
 ComponentDefinition.group?
 ComponentDefinition.guid
 ComponentDefinition.hidden?
 ComponentDefinition.image?
 ComponentDefinition.insertion_point
 ComponentDefinition.insertion_point=
 ComponentDefinition.instances
 ComponentDefinition.internal?
 ComponentDefinition.invalidate_bounds
 ComponentDefinition.name
 ComponentDefinition.name=
 ComponentDefinition.path
 ComponentDefinition.refresh_thumbnail
 ComponentDefinition.remove_observer
 ComponentDefinition.save_as
 ComponentDefinition.save_thumbnail

 ComponentInstance.add_observer
 ComponentInstance.definition
 ComponentInstance.definition=
 ComponentInstance.explode
 ComponentInstance.glued_to
 ComponentInstance.locked=
 ComponentInstance.locked?
 ComponentInstance.make_unique
 ComponentInstance.move!
 ComponentInstance.name
 ComponentInstance.name=
 ComponentInstance.remove_observer
 ComponentInstance.transform!
 ComponentInstance.transformation
 ComponentInstance.transformation=

 ConstructionLine.direction
 ConstructionLine.direction=
 ConstructionLine.end
 ConstructionLine.end=
 ConstructionLine.position
 ConstructionLine.position=
 ConstructionLine.reverse!

ConstructionLine.start
 ConstructionLine.start=
 ConstructionLine.stipple
 ConstructionLine.stipple=

 ConstructionPoint.position

 Curve.count_edges
 Curve.each_edge
 Curve.edges
 Curve.first_edge
 Curve.last_edge
 Curve.length
 Curve.move_vertices
 Curve.vertices

 DefinitionList.[]
 DefinitionList.add
 DefinitionList.add_observer
 DefinitionList.at
 DefinitionList.count
 DefinitionList.each
 DefinitionList.length
 DefinitionList.load
 DefinitionList.load_from_url
 DefinitionList.purge_unused
 DefinitionList.remove_observer
 DefinitionList.unique_name

 DefinitionObserver.onComponentInstanceAdded
 DefinitionObserver.onComponentInstanceRemoved
 DefinitionsObserver.onComponentAdded
 DefinitionsObserver.onComponentPropertiesChanged
 DefinitionsObserver.onComponentRemoved
 DefinitionsObserver.onComponentTypeChanged

 DrawingElement.bounds
 DrawingElement.casts_shadows=
 DrawingElement.casts_shadows?
 DrawingElement.erase!
 DrawingElement.hidden=
 DrawingElement.hidden?
 DrawingElement.layer
 DrawingElement.layer=
 DrawingElement.material
 DrawingElement.material=
 DrawingElement.receives_shadows=
 DrawingElement.receives_shadows?
 DrawingElement.visible=
 DrawingElement.visible?

 Edge.all_connected
 Edge.common_face
 Edge.curve
 Edge.end
 Edge.explode_curve
 Edge.faces
 Edge.find_faces

Edge.length
 Edge.line
 Edge.other_vertex
 Edge.reversed_in?
 Edge.smooth=
 Edge.smooth?
 Edge.soft=
 Edge.soft?
 Edge.split
 Edge.start
 Edge.used_by?
 Edge.vertices

 EdgeUse.edge
 EdgeUse.end_vertex_normal
 EdgeUse.face
 EdgeUse.loop
 EdgeUse.next
 EdgeUse.partners
 EdgeUse.previous
 EdgeUse.reversed?
 EdgeUse.start_vertex_normal

 Entities.[]
 Entities.add_3d_text
 Entities.add_arc
 Entities.add_circle
 Entities.add_cline
 Entities.add_cpoint
 Entities.add_curve
 Entities.add_edges
 Entities.add_face
 Entities.add_faces_from_mesh
 Entities.add_group
 Entities.add_image
 Entities.add_instance
 Entities.add_line
 Entities.add_ngon
 Entities.add_observer
 Entities.add_text
 Entities.at
 Entities.clear!
 Entities.count
 Entities.each
 Entities.erase_entities
 Entities.fill_from_mesh
 Entities.intersect_with
 Entities.length
 Entities.model
 Entities.parent
 Entities.remove_observer
 Entities.transform_by_vectors
 Entities.transform_entities

 EntitiesObserver.onContentsModified
 EntitiesObserver.onElementAdded
 EntitiesObserver.onElementRemoved
 EntitiesObserver.onEraseEntities

 Entity.add_observer
 Entity.attribute_dictionaries

Entity.attribute_dictionary
 Entity.delete_attribute
 Entity.deleted?
 Entity.entityID
 Entity.get_attribute
 Entity.model
 Entity.parent
 Entity.remove_observer
 Entity.set_attribute
 Entity.to_s
 Entity.typeName
 Entity.valid?

 EntityObserver.onChangeEntity
 EntityObserver.onEraseEntity

 Face.all_connected
 Face.area
 Face.back_material
 Face.back_material=
 Face.classify_point
 Face.edges
 Face.followme
 Face.get_UVHelper
 Face.get_glued_instances
 Face.loops
 Face.material
 Face.material=
 Face.mesh
 Face.normal
 Face.outer_loop
 Face.plane
 Face.position_material
 Face.pushpull
 Face.reverse!
 Face.vertices

 Geom.closest_points
 Geom.fit_plane_to_points
 Geom.intersect_line_line
 Geom.intersect_line_plane
 Geom.intersect_plane_plane
 Geom.linear_combination
 Geom.point_in_polygon_2D

 Group.add_observer
 Group.copy
 Group.description
 Group.description=
 Group.entities
 Group.explode
 Group.local_bounds
 Group.locked=
 Group.locked?
 Group.make_unique
 Group.move!
 Group.name
 Group.name=
 Group.remove_observer
 Group.to_component
 Group.transform!

Group.transformation
 Group.transformation=

 Image.explode
 Image.height
 Image.height=
 Image.normal
 Image.origin
 Image.origin=
 Image.path
 Image.pixelheight
 Image.pixelwidth
 Image.size=
 Image.transform!
 Image.width
 Image.width=
 Image.zrotation

 Importer.description
 Importer.do_options
 Importer.file_extension
 Importer.id
 Importer.load_file
 Importer.supports_options?

 InputPoint.==
 InputPoint.clear
 InputPoint.copy!
 InputPoint.degrees_of_freedom
 InputPoint.depth
 InputPoint.display?
 InputPoint.draw
 InputPoint.edge
 InputPoint.face
 InputPoint.new
 InputPoint.pick
 InputPoint.position
 InputPoint.tooltip
 InputPoint.transformation
 InputPoint.valid?
 InputPoint.vertex

 InstanceObserver.onClose
 InstanceObserver.onOpen

 LatLong.latitude
 LatLong.longitude
 LatLong.new
 LatLong.to_a
 LatLong.to_s
 LatLong.to_utm

 Layer.<=>
 Layer.==
 Layer.name
 Layer.name=
 Layer.page_behavior
 Layer.page_behavior=
 Layer.visible=
 Layer.visible?

 Layers.[]
 Layers.add

Layers.add_observer
 Layers.at
 Layers.count
 Layers.each
 Layers.length
 Layers.purge_unused
 Layers.remove_observer
 Layers.unique_name

 LayersObserver.onCurrentLayerChanged
 LayersObserver.onLayerAdded
 LayersObserver.onLayerRemoved
 LayersObserver.onRemoveAllLayers

 Length.<
 Length.<=
 Length.<=>
 Length.==
 Length.>
 Length.>=
 Length.inspect
 Length.to_f
 Length.to_s

 Loop.convex?
 Loop.edges
 Loop.edgeuses
 Loop.face
 Loop.outer?
 Loop.vertices

 Material.<=>
 Material.==
 Material.alpha
 Material.alpha=
 Material.color
 Material.color=
 Material.display_name
 Material.materialType
 Material.name
 Material.texture
 Material.texture=
 Material.use_alpha?

 Materials.[]
 Materials.add
 Materials.add_observer
 Materials.at
 Materials.count
 Materials.current
 Materials.current=
 Materials.each
 Materials.length
 Materials.purge_unused
 Materials.remove_observer

 MaterialsObserver.onMaterialAdd
 MaterialsObserver.onMaterialChange
 MaterialsObserver.onMaterialRefChange
 MaterialsObserver.onMaterialRemove
 MaterialsObserver.onMaterialRemoveAll
 MaterialsObserver.onMaterialSetCurrent

MaterialsObserver.onMaterialUndoRedo

Menu.add_item
Menu.add_separator
Menu.add_submenu
Menu.set_validation_proc

Model.abort_operation
Model.active_entities
Model.active_layer
Model.active_layer=
Model.active_path
Model.active_view
Model.add_note
Model.add_observer
Model.attribute_dictionaries
Model.attribute_dictionary
Model.behavior
Model.bounds
Model.close_active
Model.commit_operation
Model.definitions
Model.description
Model.description=
Model.edit_transform
Model.entities
Model.export
Model.get_attribute
Model.get_datum
Model.get_product_family
Model.guid
Model.import
Model.latlong_to_point
Model.layers
Model.list_datums
Model.materials
Model.mipmapping=
Model.mipmapping?
Model.modified?
Model.name
Model.name=
Model.options
Model.pages
Model.path
Model.place_component
Model.point_to_latlong
Model.point_to_utm
Model.raytest
Model.remove_observer
Model.rendering_options
Model.save
Model.save_thumbnail
Model.select_tool
Model.selection
Model.set_attribute
Model.set_datum
Model.shadow_info
Model.start_operation
Model.styles

Model.tags
Model.tags=
Model.title
Model.tools
Model.utm_to_point
Model.valid?

ModelObserver.onActivePathChanged
ModelObserver.onAfterComponentSaveAs
ModelObserver.onBeforeComponentSaveAs
ModelObserver.onDeleteModel
ModelObserver.onEraseAll
ModelObserver.onExplode
ModelObserver.onPlaceComponent
ModelObserver.onSaveModel
ModelObserver.onTransactionAbort
ModelObserver.onTransactionCommit
ModelObserver.onTransactionEmpty
ModelObserver.onTransactionRedo
ModelObserver.onTransactionStart
ModelObserver.onTransactionUndo

Numeric.cm
Numeric.degrees
Numeric.feet
Numeric.inch
Numeric.km
Numeric.m
Numeric.mile
Numeric.mm
Numeric.radians
Numeric.to_cm
Numeric.to_feet
Numeric.to_inch
Numeric.to_km
Numeric.to_l
Numeric.to_m
Numeric.to_mile
Numeric.to_mm
Numeric.to_yard
Numeric.yard

OptionsManager.[]
OptionsManager.count
OptionsManager.each
OptionsManager.keys
OptionsManager.size

OptionsProvider.[]
OptionsProvider.[]=
OptionsProvider.add_observer
OptionsProvider.count
OptionsProvider.each
OptionsProvider.each_key
OptionsProvider.each_pair
OptionsProvider.each_value
OptionsProvider.has_key?
OptionsProvider.key?
OptionsProvider.keys
OptionsProvider.name

OptionsProvider.remove_observer
OptionsProvider.size

OptionsProviderObserver.onOptionsProviderChanged

Page.camera
Page.delay_time
Page.delay_time=
Page.description
Page.description=
Page.hidden_entities
Page.label
Page.layers
Page.name
Page.name=
Page.rendering_options
Page.set_visibility
Page.shadow_info
Page.style
Page.transition_time
Page.transition_time=
Page.update
Page.use_axes=
Page.use_axes?
Page.use_camera=
Page.use_camera?
Page.use_hidden=
Page.use_hidden?
Page.use_hidden_layers=
Page.use_hidden_layers?
Page.use_rendering_options=
Page.use_rendering_options?
Page.use_section_planes=
Page.use_section_planes?
Page.use_shadow_info=
Page.use_shadow_info?
Page.use_style=
Page.use_style?

Pages.[]
Pages.add
Pages.add_frame_change_observer
Pages.add_matchphoto_page
Pages.add_observer
Pages.count
Pages.each
Pages.erase
Pages.parent
Pages.remove_frame_change_observer
Pages.remove_observer
Pages.selected_page
Pages.selected_page=
Pages.show_frame_at
Pages.size
Pages.slideshow_time

PagesObserver.onContentsModified
PagesObserver.onElementAdded
PagesObserver.onElementRemoved

PickHelper.all_picked
PickHelper.best_picked
PickHelper.count
PickHelper.depth_at
PickHelper.do_pick
PickHelper.element_at
PickHelper.init
PickHelper.leaf_at
PickHelper.path_at
PickHelper.pick_segment
PickHelper.picked_edge
PickHelper.picked_element
PickHelper.picked_face
PickHelper.test_point
PickHelper.transformation_at
PickHelper.view

Point3d.+
Point3d.-
Point3d.<
Point3d.==
Point3d.[]
Point3d.[]=
Point3d.clone
Point3d.distance
Point3d.distance_to_line
Point3d.distance_to_plane
Point3d.inspect
Point3d.linear_combination
Point3d.new
Point3d.offset
Point3d.offset!
Point3d.on_line?
Point3d.on_plane?
Point3d.project_to_line
Point3d.project_to_plane
Point3d.set!
Point3d.to_a
Point3d.to_s
Point3d.transform
Point3d.transform!
Point3d.vector_to
Point3d.x
Point3d.x=
Point3d.y
Point3d.y=
Point3d.z
Point3d.z=

PolygonMesh.add_point
PolygonMesh.add_polygon
PolygonMesh.count_points
PolygonMesh.count_polygons
PolygonMesh.new
PolygonMesh.normal_at
PolygonMesh.point_at
PolygonMesh.point_index
PolygonMesh.points
PolygonMesh.polygon_at

PolygonMesh.polygon_points_at
 PolygonMesh.polygons
 PolygonMesh.set_point
 PolygonMesh.transform!
 PolygonMesh.uv_at
 PolygonMesh.uvs

 RenderingOptions.[]
 RenderingOptions.[]=
 RenderingOptions.add_observer
 RenderingOptions.each
 RenderingOptions.each_key
 RenderingOptions.each_pair
 RenderingOptions.keys
 RenderingOptions.remove_observer

 RenderingOptionsObserver.onRenderingOptionsChanged

 SectionPlane.get_plane
 SectionPlane.set_plane

 Selection.[]
 Selection.add
 Selection.add_observer
 Selection.at
 Selection.clear
 Selection.contains?
 Selection.count
 Selection.each
 Selection.empty?
 Selection.first
 Selection.include?
 Selection.is_curve?
 Selection.is_surface?
 Selection.length
 Selection.model
 Selection.nitems
 Selection.remove
 Selection.remove_observer
 Selection.shift
 Selection.single_object?
 Selection.toggle

 SelectionObserver.onSelectionAdded
 SelectionObserver.onSelectionBulkChange
 SelectionObserver.onSelectionCleared
 SelectionObserver.onSelectionRemoved

 Set.clear
 Set.contains?
 Set.delete
 Set.each
 Set.empty?
 Set.include?
 Set.insert
 Set.length
 Set.new
 Set.size
 Set.to_a

 ShadowInfo.[]
 ShadowInfo.[]=

ShadowInfo.add_observer
 ShadowInfo.each
 ShadowInfo.each_key
 ShadowInfo.each_pair
 ShadowInfo.keys
 ShadowInfo.remove_observer

 ShadowInfoObserver.onShadowInfoChanged

 Sketchup.active_model
 Sketchup.add_observer
 Sketchup.app_name
 Sketchup.break_edges=
 Sketchup.break_edges?
 Sketchup.create_texture_writer
 Sketchup.display_name_from_action
 Sketchup.file_new
 Sketchup.find_support_file
 Sketchup.find_support_files
 Sketchup.format_angle
 Sketchup.format_area
 Sketchup.format_degrees
 Sketchup.format_length
 Sketchup.get_datfile_info
 Sketchup.get_i18ndatfile_info
 Sketchup.get_locale
 Sketchup.get_resource_path
 Sketchup.get_shortcuts
 Sketchup.is_online
 Sketchup.is_pro?
 Sketchup.is_valid_filename?
 Sketchup.load
 Sketchup.open_file
 Sketchup.os_language
 Sketchup.parse_length
 Sketchup.read_default
 Sketchup.register_extension
 Sketchup.register_importer
 Sketchup.remove_observer
 Sketchup.require
 Sketchup.save_thumbnail
 Sketchup.send_action
 Sketchup.set_status_text
 Sketchup.status_text=
 Sketchup.template
 Sketchup.template=
 Sketchup.template_dir
 Sketchup.undo
 Sketchup.vcb_label=
 Sketchup.vcb_value=
 Sketchup.version
 Sketchup.version_number
 Sketchup.write_default

 SketchupExtension.copyright
 SketchupExtension.copyright=
 SketchupExtension.creator
 SketchupExtension.creator=
 SketchupExtension.description

SketchupExtension.description=
 SketchupExtension.name
 SketchupExtension.name=
 SketchupExtension.new
 SketchupExtension.version
 SketchupExtension.version=

 String.to_!

 Style.description
 Style.description=
 Style.name
 Style.name=

 Styles.[]
 Styles.active_style
 Styles.active_style_changed
 Styles.add_style
 Styles.count
 Styles.each
 Styles.parent
 Styles.purge_unused
 Styles.selected_style
 Styles.selected_style=
 Styles.size
 Styles.update_selected_style

 Text.arrow_type
 Text.arrow_type=
 Text.display_leader=
 Text.display_leader?
 Text.has_leader?
 Text.leader_type
 Text.leader_type=
 Text.line_weight
 Text.line_weight=
 Text.point
 Text.point=
 Text.set_text
 Text.text
 Text.text=
 Text.vector
 Text.vector=

 Texture.average_color
 Texture.filename
 Texture.height
 Texture.image_height
 Texture.image_width
 Texture.size=
 Texture.valid?
 Texture.width

 TextureWriter.count
 TextureWriter.filename
 TextureWriter.handle
 TextureWriter.length
 TextureWriter.load
 TextureWriter.write
 TextureWriter.write_all

 Tool.activate
 Tool.deactivate

Tool.draw
 Tool.enableVCB?
 Tool.getExtents
 Tool.getInstructorContentDirectory
 Tool.getMenu
 Tool.onCancel
 Tool.onKeyDown
 Tool.onKeyUp
 Tool.onLButtonDoubleClick
 Tool.onLButtonDown
 Tool.onLButtonUp
 Tool.onMButtonDoubleClick
 Tool.onMButtonDown
 Tool.onMButtonUp
 Tool.onMouseEnter
 Tool.onMouseLeave
 Tool.onMouseMove
 Tool.onRButtonDoubleClick
 Tool.onRButtonDown
 Tool.onRButtonUp
 Tool.onReturn
 Tool.onSetCursor
 Tool.onUserText
 Tool.resume
 Tool.suspend

 Toolbar.add_item
 Toolbar.add_separator
 Toolbar.get_last_state
 Toolbar.hide
 Toolbar.new
 Toolbar.restore
 Toolbar.show
 Toolbar.visible?

 Tools.active_tool_id
 Tools.active_tool_name
 Tools.add_observer
 Tools.model
 Tools.pop_tool
 Tools.push_tool
 Tools.remove_observer

 ToolsObserver.onActiveToolChanged
 ToolsObserver.onToolStateChanged

 Transformation.*
 Transformation.axes
 Transformation.clone
 Transformation.identity?
 Transformation.interpolate
 Transformation.inverse
 Transformation.invert!
 Transformation.new
 Transformation.origin
 Transformation.rotation
 Transformation.scaling
 Transformation.set!
 Transformation.to_a
 Transformation.translation
 Transformation.xaxis

| | | |
|-----------------------------|----------------------------|---------------------------------------|
| Transformation.yaxis | Vector3d.transform! | WebDialog.add_action_callback |
| Transformation.zaxis | Vector3d.unitvector? | WebDialog.allow_actions_from_host |
| UI.add_context_menu_handler | Vector3d.valid? | WebDialog.bring_to_front |
| UI.beep | Vector3d.x | WebDialog.close |
| UI.create_cursor | Vector3d.x= | WebDialog.execute_script |
| UI.inputbox | Vector3d.y | WebDialog.get_default_dialog_color |
| UI.inspector_names | Vector3d.y= | WebDialog.get_element_value |
| UI.menu | Vector3d.z | WebDialog.max_height |
| UI.messagebox | Vector3d.z= | WebDialog.max_height= |
| UI.model_info_pages | Vertex.common_edge | WebDialog.max_width |
| UI.openURL | Vertex.curve_interior? | WebDialog.max_width= |
| UI.openpanel | Vertex.edges | WebDialog.min_height |
| UI.play_sound | Vertex.faces | WebDialog.min_height= |
| UI.preferences_pages | Vertex.loops | WebDialog.min_width |
| UI.refresh_inspectors | Vertex.position | WebDialog.min_width= |
| UI.savepanel | Vertex.used_by? | WebDialog.navigation_buttons_enabled= |
| UI.set_cursor | View.add_observer | WebDialog.navigation_buttons_enabled? |
| UI.set_toolbar_visible | View.animation= | WebDialog.new |
| UI.show_inspector | View.average_refresh_time | WebDialog.post_url |
| UI.show_model_info | View.camera | WebDialog.set_background_color |
| UI.show_preferences | View.camera= | WebDialog.set_file |
| UI.start_timer | View.center | WebDialog.set_full_security= |
| UI.stop_timer | View.corner | WebDialog.set_html |
| UI.toolbar | View.draw | WebDialog.set_on_close |
| UI.toolbar_names | View.draw2d | WebDialog.set_position |
| UI.toolbar_visible? | View.draw_line | WebDialog.set_size |
| UVHelper.get_back_UVQ | View.draw_lines | WebDialog.set_url |
| UVHelper.get_front_UVQ | View.draw_points | WebDialog.show |
| Vector3d.% | View.draw_polyline | WebDialog.show_modal |
| Vector3d.* | View.draw_text | WebDialog.visible? |
| Vector3d.+ | View.drawing_color= | |
| Vector3d.- | View.dynamic= | |
| Vector3d.< | View.field_of_view | |
| Vector3d.== | View.field_of_view= | |
| Vector3d.[] | View.guess_target | |
| Vector3d.[]= | View.inference_locked? | |
| Vector3d.angle_between | View.inputpoint | |
| Vector3d.axes | View.invalidate | |
| Vector3d.clone | View.last_refresh_time | |
| Vector3d.cross | View.line_stipple= | |
| Vector3d.dot | View.line_width= | |
| Vector3d.inspect | View.lock_inference | |
| Vector3d.length | View.model | |
| Vector3d.length= | View.pick_helper | |
| Vector3d.linear_combination | View.pickray | |
| Vector3d.new | View.pixels_to_model | |
| Vector3d.normalize | View.remove_observer | |
| Vector3d.normalize! | View.screen_coords | |
| Vector3d.parallel? | View.set_color_from_line | |
| Vector3d.perpendicular? | View.show_frame | |
| Vector3d.reverse | View.tooltip= | |
| Vector3d.reverse! | View.vpheight | |
| Vector3d.samedirection? | View.vpwidth | |
| Vector3d.set! | View.write_image | |
| Vector3d.to_a | View.zoom | |
| Vector3d.to_s | View.zoom_extents | |
| Vector3d.transform | ViewObserver.onViewChanged | |

Details and Examples:<http://code.google.com/apis/sketchup/>**NOTES:**