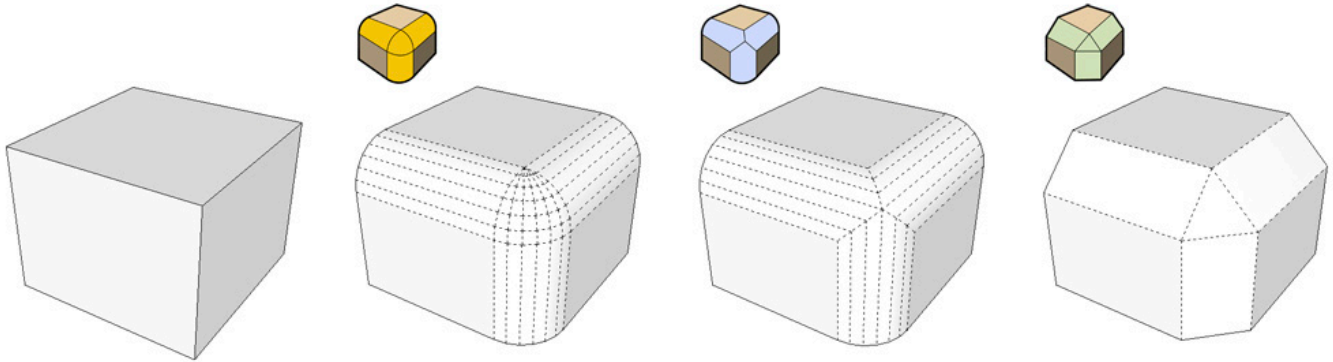

Round Corners Sketchup 13 Crack



DOWNLOAD: <https://byltly.com/2imv5a>

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The new `RoundCorner` tool was designed to be faster than the `Round` tool. - added the `MeshTrim` tool, see the help for more information. This tool allows you to trim a mesh - `UserObject` now supports `HasPositions`. - `Mesh` now supports `HasNormals`. - `UserObject` now supports `MeshCollisions`. - `Mesh` now supports `MeshCollisions`. - `HasColors` and `HasTextures` now support user-defined functions. - Added `KeyPressed` and `MousePressed` events - Added `LineCut` and `LineCuts` tools, see the help for more information. - Added the `LineCut` and `LineCuts` tools, see the help for more information. - Added the `BaseMaterial` property, see the help for more information. - added the `BaseMaterial` property, it's a base material, used when the shader is not set. When the shader is set, the user need only specify the "skin shader" of the model and the shader will be the base material - when the "skin shader" is set, the user need only specify the "skin shader" of the model and the shader will be the base material. When the "skin shader" is not set, the user must specify the "skin shader" and the "base material" - the `Skin` shader can be set to a builtin shader, or one created in blender. There is an API to specify shader properties, which is flexible. - added the new `Blend` type of `MaterialProperties`, it is a normal `MaterialProperty` with `Blend` type set to `Alpha`. It is the same as setting `Blend` to `Add` (`Blend` type `Alpha` is the same as setting `Blend` to `Add`), but the property uses only an alpha channel (`Blend` type `Alpha`). - Added the new `Blend` type of `MaterialProperties`, it is a normal `MaterialProperty` with `Blend` type set to `Alpha`. 82157476af

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