
Subject: PickData Method on IDLgrWindow Object
Posted by [Richard Tyc](#) on Thu, 20 Apr 2000 07:00:00 GMT
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Has anyone noticed any differences with the Pickdata method in the IDL 5.3.1 release.

I have a fairly complex window with one main model (oModel) which has several other Models added to it each of which having many objects (such as Polylines, texture-mapped polygons etc.) and each having a different transform.

Using the following statement on the overall model (allowing the user to pick anything on screen) :

```
pick = sState.oWindow->PickData(sState.oView,$  
                                sState.oModel, $  
                                [sEvent.x,sEvent.y],dataxyz)
```

The data point, dataxyz, never seems to look right. Even when I select a point on a IDLgrAxis object (which belongs directly to oModel), I never get the expected data point (ie. picking on the x axis should return a point with the range [0.0-1.0, 0 , 0] but there always seems to be some component of y and z ?? It does however return correctly if I have selected the line (axis) or hit the background.

Anyone know whats going on or have similar experience ?

Rich
