Subject: Re: Selecting objects and PickData problem Posted by davidf on Thu, 10 Aug 2000 07:00:00 GMT

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Richard Tyc (richt@sbrc.umanitoba.ca) writes:

- > I am trying to get object selection (and ultimately manipulation
- > interactively) to work properly without much success.
- > I understand from previous postings and David Fannings example that the
- method first requires:
- 1) perform a selObj = oWIndow->Select (oView, [sEvent.x,sEvent.y])
- operation to get the list of objects which could be picked from.
- > 2) Assuming my object of choice is in the list (I check on the NAME property
- > for each object which I have previously assigned), I can then do something
- like

>

>

- pick = oWindow->PickData(oView, pickObj, [sEvent.x,sEvent.y], dataxyz)
- > My problem is that the PickData method does work (ie. the right pickObj is
- > found from the original selection list) but the actual data in dataxyz makes
- > no sense!! My object of choice, an IDLgrPolyLine, is part of oModel
- > contained in oView which has been transformed. I display the X, Yand Z axis
- > on screen when I manipulate the Model (using oTrackball type interaction)
- > but the PickData returns data outside my bounds ie. the entire polyline is
- > within positive X,Y,Z but yet dataxyz returns negative positions?
- > Does dataxyz not have the correct transformed data? Is there a bug here?
- I am trying to allow the user to interactively grap the end point of a line
- > and modify its position by moving the mouse.

I don't know, Richard. I haven't tried this particular thing. But I do see a lot of caveats in the on-line help for the PickData method, including caveats that you may have to apply your own data transformations to these values. Have you read the documentation carefully?

Cheers.

David

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