
Subject: Re: pickdata and select again....

Posted by [Rick Towler](#) on Tue, 26 Jun 2001 05:35:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

As Mark suggested, maybe you can provide some more details?

I played around with this a little bit with texture mapped polygons. I even threw in a semi-transparent polygon to trick it but to no avail. As far as I can tell pickdata is returning sane results. How far off are your values and what are your view settings? How are you using the pickdata method?

-Rick

"Richard Tyc" <richt@sbrc.umanitoba.ca> wrote in message

news:9h7nns\$t27\$1@canopus.cc.umanitoba.ca...

> OK, I am at this problem again with a little more understanding and more
> time to look for solutions.

> I think I understand the use of select (isolate which objects you have
> selected) and pickdata (get xyz data of object based on screen location
and

> zbuffer data). I did look at Randall Frank's solution of using mask
objects

> at key locations (eq. end of a line) to force selection and not rely on
xyz

> data from pickdata.

>

> But I want to do more...

> Q. Is there a way to select anywhere on a texture mapped IDLgrPolygon
object

> to retrieve a 3D location of the current mouse position ? pickdata seems
to

> choke on this providing unrealistic xyz data. Am I asking for too much ?

>

> Rich

>

>
