Subject: Re: pickdata and select again....
Posted by m.hadfield on Mon, 25 Jun 2001 22:14:54 GMT
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From: "Richard Tyc" <richt@sbrc.umanitoba.ca>

> 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 ?

Hmmm...it works for me. That is, I just ran one of my example programs with
various implementations of a coloured surface (multi-cell IDLgrPolygon,
multi-cell IDLgrSurface, single-cell IDLgrPolygon with texture-map image)
and Pickdata seems to report reasonable (x,y,z) data on all of them.

You should expect the same results with the texture-map in place as without.

What specifically is the problem?

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