
Subject: pickdata and select again....

Posted by [Richard Tyc](#) on Mon, 25 Jun 2001 16:09:11 GMT

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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
