
Subject: Re: Anatomic object graphic in IDL
Posted by [vaesgar](#) on Tue, 26 Apr 2005 12:31:15 GMT
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Ok, what I mean is to return the coordinates (or better, their indexes) of a polygon of a polygon-model. I mean, I want to know exactly which are the indexes (x,y,z) of the object when I push down in my model with the mouse. I have used the next code to get it, but it doesn't work. It only get me values that belong (I think) to the coordinates of the window.

```
oarray = self.ocontainer->get(/ALL)
  opolygon = oarray[N_ELEMENTS(oarray)-1]

oSel = self.oWindow -> Select(self.oTransparentView,[event.x,
event.y],UNITS=[3] ); returns object array
  IF Size(oSel, /TName) EQ 'opolygon' THEN BEGIN
    pick = self.oWindow-> PickData(self.oTransparentView,
osel,$
[event.x, event.y], dataxyz,pick_status=tt)
```

Where oTransparentView is my View.

Thanks, again
