
Subject: Re: Anatomic object graphic in IDL
Posted by [Rick Towler](#) on Mon, 25 Apr 2005 15:11:34 GMT
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Valentine wrote:

- > I would like you to ask how to catch the coordinates of an object 3D
- > in IDL when you mouse down in it. I have tried with the pickdata comand
- > but it doesn't goes on.

Can you be more specific?

All objects contain their coordinates in one form or another. Using IDLgrWindow::Select allows you to get the reference of the object(s) that you click on and from there you can determine that object's position in world space.

If you need to know *where* on an object you select you will either have to break up your object into smaller pieces or roll your own ray->triangle intersection code.

-Rick
