
Subject: IDL 8.1 question FOREACH oVis ...
Posted by [Rodger_Reinhart](#) on Wed, 19 Oct 2011 19:05:47 GMT
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Enjoying IDL 8.1

Question of the FOREACH

FOREACH oVis, oSelect do oVis.Select, /UNSELECT
; Unselect each visible object in the window

Trying to understand the oVis.
I am used to the element statement here
Is oVis a built in keyword like "element"
Or is it unique the th oSelect graphics objects

Thanks

Rodger

;-----

FUNCTION RBBoxMouseUp, oWin, x, y, iButton

state = oWin.uvalue

IF (~state.buttonDown) THEN RETURN, 0
; take care of case where mouse is down on progrma start ?

; Button has been released

x0 = state.x0

y0 = state.y0

xVector=[x0,x0,x,x,x0]

yVector=[y0,y,y,y0,y0]

xy = state.poly.ConvertCoord(xVector, yVector, /DEVICE, /TO_NORMAL)

state.poly.SetData, REFORM(xy[0,*]), REFORM(xy[1,*])

state.poly.LINESTYLE='-'

```
state.buttonDown=0
```

```
oWin.uvalue=state
```

```
; Clear the current selections
```

```
oSelect = oWin.GetSelect() ; Array of selected objects from the graphics window
```

```
FOREACH oVis, oSelect do oVis.Select, /UNSELECT
```

```
; Unselect each visible object in the window
```
