
Subject: Re: Object Graphics Selection

Posted by [davidf](#) on Fri, 07 Jul 2000 07:00:00 GMT

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Mark Guagenti (mgenti@evansville.net) writes:

> I'm running into a problem when trying to select an object from my object
> graphics window. What I have is a image object in its own model that is
> being displayed and then also various other objects, contained in another
> model, such as text objects or polyline objects that are "on top" of the
> image object. When I try to select an object it seems that only my image
> object is being selected. What I want is one of the other objects to be
> selected. How do I get it so that the image object cannot be
> selected? This is my first attempt of working with object
> graphics! Thanks for any help!

As always with object graphics, you have a surfeit of possible solutions. :-)

Let me suggest two. First, I assume you are not rotating this view in 3D space, so I presume you are looking flat onto the XY plane. Pull the model that does not contain the image a little closer to your eye. That is, give it a slightly positive Z value. This won't change the appearance of the view (since things are viewed as "one-on-top-of-the-other" anyway), but it will make sure that in the selection array the things that are closest are listed first. In other words, the image now will be the *last* item in the selection list instead of the first. If you always deal with the first item (what I suspect you are doing if this is your first attempt at object graphics), then this should immediately solve your problem.

Another idea is to give each thing you hope to select a "name". Then, when you want to do something, look at the selection array for the "name" of the thing you want to manipulate. If the name is "IMAGE" forget it and go to the next item in the selection list, etc.

Good luck.

Cheers,

David

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David Fanning, Ph.D.

Subject: Re: Object Graphics Selection
Posted by [Michael Plonski](#) on Sun, 09 Jul 2000 07:00:00 GMT
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I think the way to do this is to simply set the hide=1 property on the objects you don't want to be selected. I don't think it is necessary to redraw the screen, if I recall.
You can hide, select and then unhide.

Mike Plonski

David Fanning wrote:

>
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>
> David
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> --
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