
Subject: Selecting objects and PickData problem

Posted by [Richard Tyc](#) on Thu, 10 Aug 2000 07:00:00 GMT

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I am trying to get object selection (and ultimately manipulation interactively) to work properly without much success.

I understand from previous postings and David Fannings example that the method first requires:

1) perform a `selObj = oWindow->Select ( oView, [sEvent.x,sEvent.y] )` operation to get the list of objects which could be picked from.

2) Assuming my object of choice is in the list (I check on the NAME property for each object which I have previously assigned), I can then do something like

```
pick = oWindow->PickData( oView, pickObj, [sEvent.x,sEvent.y], dataxyz)
```

My problem is that the PickData method does work (ie. the right pickObj is found from the original selection list) but the actual data in dataxyz makes no sense!! My object of choice, an IDLgrPolyLine, is part of oModel contained in oView which has been transformed. I display the X,Y and Z axis on screen when I manipulate the Model (using oTrackball type interaction) but the PickData returns data outside my bounds ie. the entire polyline is within positive X,Y,Z but yet dataxyz returns negative positions ? Does dataxyz not have the correct transformed data ? Is there a bug here ?

I am trying to allow the user to interactively grasp the end point of a line and modify its position by moving the mouse.

Thanks

Rich
