

---

Subject: Re: pickdata and select again....

Posted by [m.hadfield](#) on Mon, 25 Jun 2001 22:14:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

From: "Richard Tyc" <[richt@sbrc.umanitoba.ca](mailto:richt@sbrc.umanitoba.ca)>

> Q. Is there a way to select anywhere on a texture mapped IDLgrPolygon object  
> to retrieve a 3D location of the current mouse position ? pickdata seems to  
> choke on this providing unrealistic xyz data. Am I asking for too much ?

Hmmm...it works for me. That is, I just ran one of my example programs with various implementations of a coloured surface (multi-cell IDLgrPolygon, multi-cell IDLgrSurface, single-cell IDLgrPolygon with texture-map image) and Pickdata seems to report reasonable (x,y,z) data on all of them.

You should expect the same results with the texture-map in place as without.

What specifically is the problem?

---

Mark Hadfield

[m.hadfield@niwa.cri.nz](mailto:m.hadfield@niwa.cri.nz) <http://katipo.niwa.cri.nz/~hadfield>

National Institute for Water and Atmospheric Research

--

Posted from [clam.niwa.cri.nz](http://clam.niwa.cri.nz) [202.36.29.1]

via Mailgate.ORG Server - <http://www.Mailgate.ORG>

---

---

Subject: Re: pickdata and select again....

Posted by [Rick Towler](#) on Tue, 26 Jun 2001 05:35:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

As Mark suggested, maybe you can provide some more details?

I played around with this a little bit with texture mapped polygons. I even threw in a semi-transparent polygon to trick it but to no avail. As far as I can tell pickdata is returning sane results. How far off are your values and what are your view settings? How are you using the pickdata method?

-Rick

"Richard Tyc" <[richt@sbrc.umanitoba.ca](mailto:richt@sbrc.umanitoba.ca)> wrote in message

news:9h7nns\$t27\$1@canopus.cc.umanitoba.ca...

> OK, I am at this problem again with a little more understanding and more  
> time to look for solutions.  
> I think I understand the use of select (isolate which objects you have  
> selected) and pickdata (get xyz data of object based on screen location  
and  
> zbuffer data). I did look at Randall Frank's solution of using mask  
objects  
> at key locations (eq. end of a line) to force selection and not rely on  
xyz  
> data from pickdata.  
>  
> But I want to do more...  
> Q. Is there a way to select anywhere on a texture mapped IDLgrPolygon  
object  
> to retrieve a 3D location of the current mouse position ? pickdata seems  
to  
> choke on this providing unrealistic xyz data. Am I asking for too much ?  
>  
> Rich  
>  
>

---