NAME

PEXEndPickAll – End Pick All

SYNTAX

PEXPickPath *PEXEndPickAll(Display **display*, PEXRenderer *renderer*, int **status_return*, int **more_return*, unsigned long **count_return*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
renderer	The resource identifier of the renderer.
status_return	Returns the status of the pick operation.
more_return	Returns the status of remaining picks.
count_return	Returns the number of pick paths.

RETURNS

An array of pick paths; a null pointer if unsuccessful or no pick (see also *status_return*).

DESCRIPTION

This function terminates an immediate-mode pick, returns the hierarchical pick paths of any hit primitives, and sets the renderer state to **PEXIdle.**

If one or more primitives were picked, a pick status of **PEXPick** is returned along with the pick paths. The hierarchical pick path is equivalent to the renderer's current path at the time the picked primitive was processed. If no primitives were picked, the returned pick status is **PEXNoPick,** and the returned pick paths is a null pointer. If the renderer's drawable was destroyed or resized during the pick operation, the returned pick status is **PEXAbortedPick** and the returned pick paths is a null pointer.

If all hits were recorded then **PEXNoMoreHits** is returned and the renderer's pick start path will be empty. If the maximum number of hits was reached and additional hits were detected, then **PEXMoreHits** is returned and the renderer's pick start path will be set to the last recorded hit primitive. If, after reaching the maximum number of hits, subsequent output commands were ignored, then **PEXMayBeMoreHits** is returned and the renderer's pick start path is set to the last element processed by the *renderer* before it started ignoring primitives.

If the renderer state is **PEXIdle** when this function is called, (i.e., no picking is in progress or the rendering was aborted due to a resize), the function is ignored and no error is generated. If the renderer state is currently **PEXRendering** or if the pick operation in progress is a pick one, then a **BadPEXRendererState** error is sent.

PEXlib allocates memory for the return value. **PEXFreePickPaths**(3) should be called to deallocate the memory.

DATA STRUCTURES

```
typedef  XID     PEXRenderer;

typedef struct {
        unsigned long           count;          /* number of elements */
        PEXPickElementRef       *elements;
} PEXPickPath;
```

```
typedef struct {
        PEXStructure            sid;
        unsigned long           offset;
        unsigned long           pick_id;
} PEXPickElementRef;

typedef  XID     PEXStructure;
```

ERRORS

BadPEXRenderer
The specified renderer resource identifier is invalid.

BadPEXRendererState
The specified renderer was in an invalid state.

SEE ALSO

PEXBeginPickAll(3)
PEXPickAll(3)
PEXFreePickPaths(3)