NAME

PEXEndPickOne – End Pick One

SYNTAX

PEXPickPath *PEXEndPickOne(Display **display*, PEXRenderer *renderer*, int **status_return*, int **undetectable_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.

undetectable_return Returns **True** or **False** indicating whether another pick better satisfied the pick criteria with the exception that it did not pass the pick filter test.

RETURNS

A pointer to the pick path; a null pointer if unsuccessful or no pick (see also *status_return*).

DESCRIPTION

This function terminates an immediate-mode pick, returns the hierarchical pick path to the closest or last hit primitive, and sets the renderer state to **PEXIdle.**

If a primitive was picked, the returned pick status is **PEXPick.** If no primitive was picked, the returned pick status is **PEXNoPick,** and the returned pick path 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 path is a null pointer.

If there was a primitive which more closely satisfied the pick criteria, but did not pass the pick filter test, then the undetectable pick return status will be **True.** Otherwise, it will be **False.**

If the renderer state is currently **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 all, 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

PEXBeginPickOne(3)
PEXPickOne(3)