NAME

PEXUpdatePickMeasure - Update Pick Measure

SYNTAX

void PEXUpdatePickMeasure(Display **display*, PEXPickMeasure *pick_measure*, int *pick_device_type*, PEXPickRecord **pick_record*)

PARAMETERS

display — A pointer to a display structure returned by a successful **XOpenDisplay** call.

pick_measure — The resource identifier of the pick measure.

pick_device_type — The pick device type (**PEXPickDeviceDCHitBox** or **PEXPickDeviceNPCHitVolume**).

pick_record — A pointer to the pick data record.

RETURNS

None

DESCRIPTION

This function updates the specified pick measure resource. If the update causes a primitive to be picked, the pick measure's pick status will be set to **PEXPick** and the pick path attribute will be set to the path of the picked primitive. If no primitive was picked, the pick status will be set to **PEXNoPick.**

The pick path can be used for echoing when the pick measure is created. However, it is not used as a start path from which to start picking.

The input record is a pointer to data used to update the pick measure and depends on the pick device type specified when the pick measure was created. If the pick device type is **PEXPickDeviceDCHitBox,** the input record should point to a data structure of type **PEXPDDCHitBox.** If the pick device type is **PEXPickDeviceNPCHitVolume,** the input record should point to a data structure of type **PEXPDNPCHitVolume.**

DATA STRUCTURES

```
typedef  XID     PEXPickMeasure;

typedef union {
        PEXPDNPCHitVolume       volume;
        PEXPDDCHitBox           box;
        PEXPickDataRecord       data;
} PEXPickRecord;

typedef  PEXNPCSubVolume    PEXPDNPCHitVolume;

typedef struct {
        PEXCoord        min;
        PEXCoord        max;
} PEXNPCSubVolume;
```

```
typedef struct {
        float     x;
        float     y;
        float     z;
} PEXCoord;

typedef struct {
        PEXDeviceCoord2D     position;
        float                distance;
} PEXPDDCHitBox;

typedef struct {
        short     x;
        short     y;
} PEXDeviceCoord2D;

typedef struct {
        unsigned short     length;      /* number of bytes in record */
        char               *record;
} PEXPickDataRecord;
```

ERRORS

BadPEXPath
The specified path is invalid.

BadPEXPickMeasure
The specified pick measure resource identifier is invalid.

SEE ALSO

PEXFreePickMeasure(3)