

# Views

into  
Software  
Development

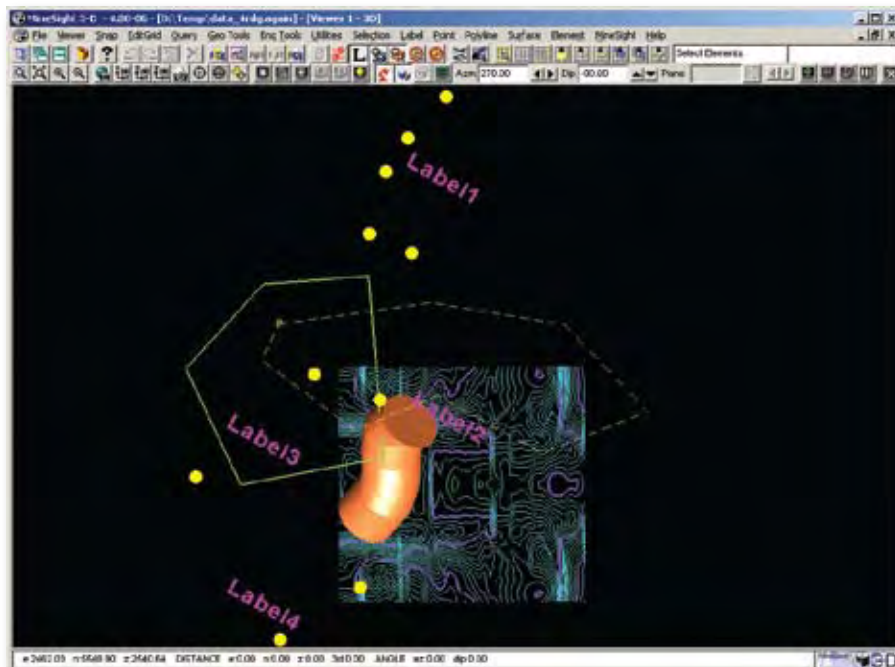


## Polygon Selection in MS3D

Data in the viewer can be selected using a dynamically created polygon or polyline; just click on the multi-object select button and then hold down the “p” key on your keyboard while you digitize a polygon or polyline boundary.

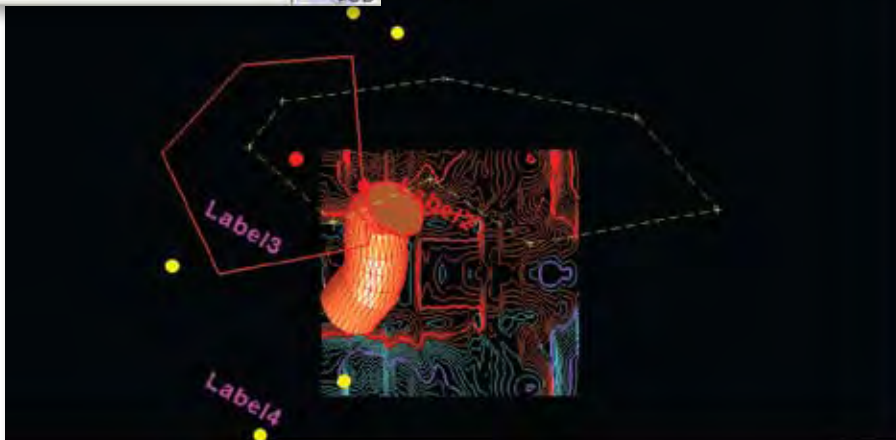
- If you digitize a polyline (first and last point aren't the same) then anything that crosses this polyline is selected.
- If you digitize a polygon (first and last point are the same) then anything that occurs even partially within the polygon is selected.

Below is an example using polygon selection (shown as a dashed yellow line – note the start and end point are coincident). The picture on the left is during selection showing the various elements and the dashed yellow selection boundary. The picture on the right is after a right-click (thereby ending the selection process) and it shows the selected data in red..



During polygon selection.

**Note:** the dashed yellow boundary polygon is shown here for illustrative purposes. It shows how elements that are either inside the boundary or are crossing it (such as the contour polylines) were selected. The boundary is ordinarily a transient feature that is displayed only during selection.



After polygon selection. The elements that were selected are displayed in red