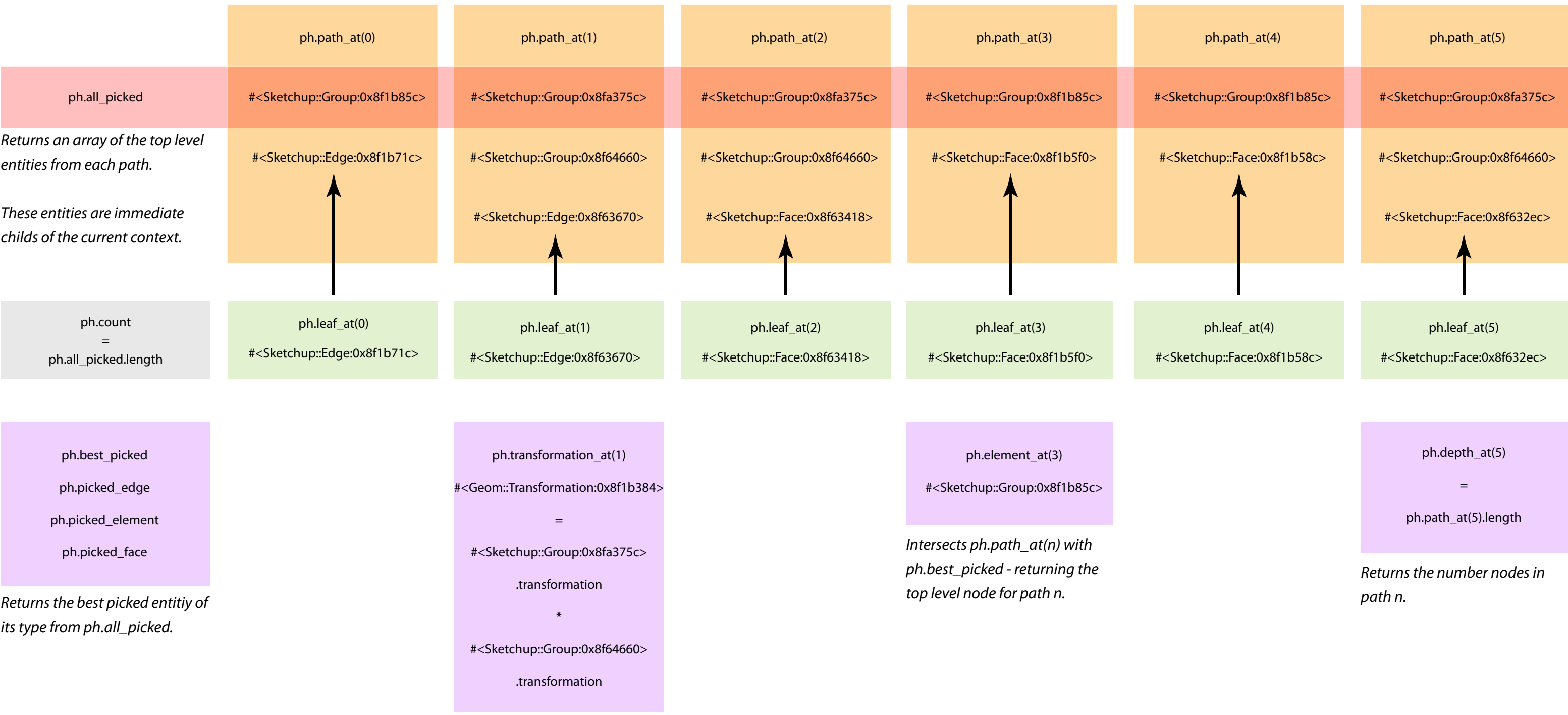# PickHelper - Visual Guide

ph = view.pick_helper(x, y)

The PickHelper returns a collection of various possible matches for the given x and y co-ordinate within a aperture range.

In the example given to the right there are two groups in the current context. The left group contains faces making up a cube. The right group contains another group containing a cube.

When the pick is taken at the point where the two groups meet, these are the following pick options:

	ph.path_at(0)	ph.path_at(1)	ph.path_at(2)	ph.path_at(3)	ph.path_at(4)	ph.path_at(5)
ph.all_picked	#<Sketchup::Group:0x8f1b85c>	#<Sketchup::Group:0x8fa375c>	#<Sketchup::Group:0x8fa375c>	#<Sketchup::Group:0x8f1b85c>	#<Sketchup::Group:0x8f1b85c>	#<Sketchup::Group:0x8fa375c>
Returns an array of the top level entities from each path.	#<Sketchup::Edge:0x8f1b71c>	#<Sketchup::Group:0x8f64660>	#<Sketchup::Group:0x8f64660>	#<Sketchup::Face:0x8f1b5f0>	#<Sketchup::Face:0x8f1b58c>	#<Sketchup::Group:0x8f64660>
These entities are immediate childs of the current context.		#<Sketchup::Edge:0x8f63670>	#<Sketchup::Face:0x8f63418>			#<Sketchup::Face:0x8f632ec>

ph.count = ph.all_picked.length	ph.leaf_at(0)	ph.leaf_at(1)	ph.leaf_at(2)	ph.leaf_at(3)	ph.leaf_at(4)	ph.leaf_at(5)
	#<Sketchup::Edge:0x8f1b71c>	#<Sketchup::Edge:0x8f63670>	#<Sketchup::Face:0x8f63418>	#<Sketchup::Face:0x8f1b5f0>	#<Sketchup::Face:0x8f1b58c>	#<Sketchup::Face:0x8f632ec>

ph.best_picked

ph.picked_edge

ph.picked_element

ph.picked_face

Returns the best picked entity of its type from ph.all_picked.

ph.transformation_at(1)

#<Geom::Transformation:0x8f1b384>

=

#<Sketchup::Group:0x8fa375c>

.transformation

*

#<Sketchup::Group:0x8f64660>

.transformation

The transformation at a path equals the combined transformation of each parent node.

ph.element_at(3)

#<Sketchup::Group:0x8f1b85c>

Intersects ph.path_at(n) with ph.best_picked - returning the top level node for path n.

ph.depth_at(5)

=

ph.path_at(5).length

Returns the number nodes in path n.