

Enabling Individual Sketch Figure Selection

An add-on can indicate to the Alibre that it wants to enable individual sketch figure selection. Here are the steps one must take to handle sketch figures selection:

- Call **IADAddOnCommandSite::EnableSketchFigureSelection (true)**. This will enable rollover selection of individual sketch figures (and also selection through the “Advanced Selector”)
- When **EnableSketchFigureSelection** is true, whole sketches cannot be selected by picking on the canvas. The user will have to select the sketch from the Design Explorer if they wish to select the whole sketch. Alternatively, setting **EnableSketchFigureSelection** to false will again give you the ability to select whole sketches, although doing so will clear the currently selected items.
- The selected figures will be added to the current selection on the session, which can be accessed with the **IADSession::GetSelectedObjects()** method.
 - **GetSelectedObjects()** returns an **IObjectCollector** which is a collection of **IADTargetProxy** objects
 - If a sketch figure is in the current selection, the **IADTargetProxy::GetTarget()** will return an object of type **IADSketchFigure**.
 - An example of identifying if the first item in the selection is a sketch figure:

```
IObjectCollectorPtr collector;

collector = iSession->GetSelectedObjects ();

if (collector == NULL || collector->GetCount () == 0)

{

    return ;

}

VARIANT selectionCounter;

VariantInit (&selectionCounter);

selectionCounter.vt = VT_I4;

selectionCounter.lVal = 0;

IDispatchPtr selectedObject = collector->GetItem(&selectionCounter);

if (selectedObject != NULL)

{

    IADTargetProxyPtr selectedProxy;

    selectedObject->QueryInterface (&selectedProxy);

    if (selectedProxy != NULL)

    {

        IDispatchPtr selection = selectedProxy->GetTarget ();

        if (selection != NULL)

        {

            IADSketchFigurePtr          sketchFigure;

            selection->QueryInterface (&sketchFigure);

            if (sketchFigure != NULL)

            {

                BSTR* id = new BSTR();
```

```
        sketchFigure->get_ID(id);

        ADGeometryType* geometryType = new ADGeometryType();
        sketchFigure->get_FigureType(geometryType);

        // do something interesting with IADSketchFigure

        delete id;
        delete geometryType;
    }
}
}
```