Reference myRef = uidoc.Selection.PickObject(ObjectType.Element);

Element e = document.GetElement(myRef);

List<Element> elementss = new List<Element>();

bool flag = false, flag2 = false;

Element last = e;

Element gec = e;

Connector connected = null;

ElementId lastId, gecId;

int say = 0, say2 = 0, say3 = 0;

ConnectorSet elementConSettt = GetConnectors(last);

foreach (Connector con in elementConSettt)

{

if (con.IsConnected == true) say++;

}

if (say == 2)

{

while (true)

{

ConnectorSet elementConSet = GetConnectors(last);

foreach (Connector con in elementConSet)

{

if (con.IsConnected == true)

{

ConnectorSet connectorSet = con.AllRefs;

ConnectorSetIterator csi = connectorSet.ForwardIterator();

while (csi.MoveNext())

{

connected = csi.Current as Connector;

lastId = connected.Owner.Id;

gecId = gec.Id;

//burada kendine eşitmi diye bakıcaz

if (lastId == last.Id) continue;

else

{

if (lastId != gecId)

{

gec = last;

last = connected.Owner;

flag2 = true;

break;

}

}

}

if (flag2) break;

}

else flag = true;

}

flag2 = false;

if (flag) break;

}

}

gec = last;

elementss.Add(last);

while (true)

{

ConnectorSet elementConSet = GetConnectors(last);

foreach (Connector con in elementConSet)

{

if (con.IsConnected == true) say2++;

}

if (say2 == 1) say3++;

if (say3 == 2 || say2 == 0) break;

say2 = 0;

foreach (Connector con in elementConSet)

{

if (con.IsConnected == true)

{

ConnectorSet connectorSet = con.AllRefs;

ConnectorSetIterator csi = connectorSet.ForwardIterator();

while (csi.MoveNext())

{

connected = csi.Current as Connector;

lastId = connected.Owner.Id;

gecId = gec.Id;

if (lastId == last.Id) continue;

else

{

if (lastId != gecId)

{

gec = last;

last = connected.Owner;

flag2 = true;

elementss.Add(last);

break;

}

}

}

if (flag2) break;

}

}

flag2 = false;

}