

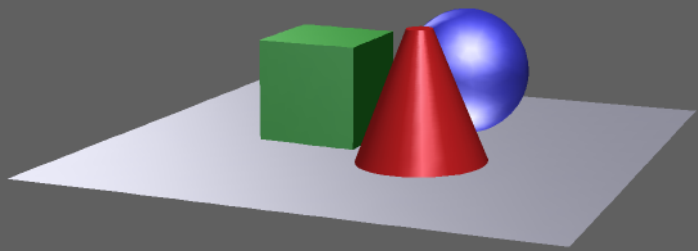
Transparent

Sphere

Cone

Cube

Clicked Object:



## Script that is attached to the 3D Annotation

```
1: //This tells Acrobat to disable the default 3D object selection behaviour.
2: runtime.overrideSelection = true;
3:
4: //-----
5: //This will be called when a MouseUp event fires
6: //-----
7: var myMouseHandlingFunction = function( event )
8: {
9:     if ( event.isMouseUp )
10:    {
11:        var clickedMesh = null;
12:
13:        //The Hits array actually contains every object that is intersected by
14:        //a ray from the Camera in the direction of the mouse click.
15:        //We want the first one; the one closest to the camera.
16:        if(event.hits.length > 0)
17:            clickedMesh = event.hits[0].target;
18:
19:        if(clickedMesh != null)
20:            host.getField("SelectedMesh").value = clickedMesh.name;
21:        else
22:            host.getField("SelectedMesh").value = "";
23:    }
24: } //-----
25:
26: //Create the Mouse event handler and set it up to capture mouse up events only
27: var mouseEventHandler = new MouseEventHandler();
28: mouseEventHandler.onMouseDown = false;
29: mouseEventHandler.onMouseMove = false;
30: mouseEventHandler.onMouseUp = true;
31: // Note: not a function call, but a reference to a function
32: mouseEventHandler.onEvent = myMouseHandlingFunction;
33: runtime.addEventHandler( mouseEventHandler );
```