

## 3D widgets for vtk Status Report 09

Sunday 10<sup>th</sup> December 2006

### Widgets

Programming progressing well, although there still seems to be one or two annoying bugs. I have got a mouse over effect working nicely on the box widget, used to highlight handles only.

I have started on the three mini-box widgets – split into the scale, translate and rotation widget. The mouse over effect is far easier for these as only one action is possible for each widget – hence the reason for applying only one effect for the box widget, as an action depends on three mouse buttons for three different actions.

With the three mini-box widgets, I have started out using the left mouse button to initiate the action, and allowing the right button action for further development. I had thought of using the right button to enable the widget to be linked to a Prop - giving right button select Prop, left button apply action. First, though, I want to develop only the left action in order to make sure the widgets work. Then, if time permits, I can look at a pick action.