# 3D widgets for vtk Status Report 07
Sunday 26th November 2006

Box Select Widget

Development

I have been developing the selection widget. Currently, this widget is a separate entity deriving from vtkAbstractWidget, but, in order to re-use code for other selection widget possibilities (lasso, single click etc) I thought of making the main code as an abstract selection widget (much as vtkHoverWidget provides an abstract class for vtkBalloonWidget).
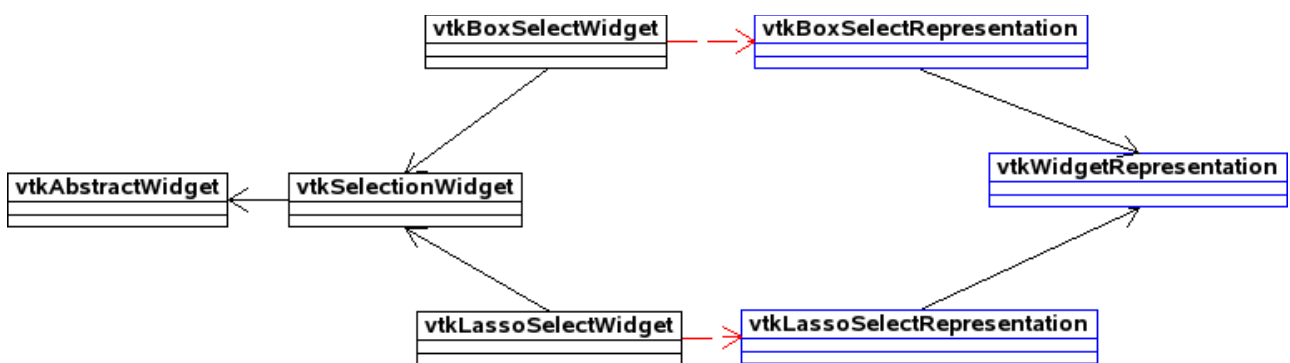
Difficulties

Using the Picker. From what I have been able to find out, a Picker must be set to the render window. I need to find a way of being able to do this. My current thought is to add a method SetRenderWindow to the selection widget class and require this to be called before the widget may be used.

Drawing the representation. It seems that there is very little information on drawing 2D over the render window. To make the widget properly functional for the user, a rectangle ought to be drawn from the original mouse down event position to the current mouse position, until the mouse up event is triggered.

Next Steps

Finalise functionalities lacking.
Create the abstract class for code re-use.
Get started on the mouse over widget.