

3D widgets for vtk Status Report 10

Sunday 17th December 2006

Widgets

Last week, as a break, I attempted to get vtk working on a Windows system. To do this I applied the things I have learnt from using vtk on Linux. This was the breakthrough I had been searching for ever since I first tried to get vtk working in Windows. By ignoring all I previously thought necessary, I downloaded CMake and installed it, used WinCVS to download the vtk source code then ran CMake from the command prompt as I do in Linux. Result: vtk working perfectly on Windows.

My work seems to be going very well with the new widgets – a couple of Representation bugs make it difficult to test though. I am also, switching between Windows and Linux in order to make sure that the widgets work correctly on both systems.

Final Week

My final week approaches. In this time my aim is to complete basic working versions of the three mini-box widgets, also, to get a widget test module working. For this I will make it as simple as possible, making a few methods for initiating and running the basic rendering systems and for recording/playing logs.