Image Component Library - Bug #168

Add ICLPhysics and Rename ICLGeom

2013-04-30 11:52 - Christof Elbrechter

Status:	Closed	**Start date:**	2013-04-30
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:	icl-8.2		

Description

Soon, ICLPhysics will be included, based on the bullet physics engine

TODO rename ICLGeom to ICLCV3D (namespace will be cv3d)

Other ideas from meeting today:

- rename ICL-fullname to "image processing" and "computer vision" library
- Add dependency graph to manual (including external dependencies) locate it in "about icl"

History

#1 - 2017-11-22 22:14 - Alexander Neumann

- Status changed from New to Closed