

## Image Component Library - Bug #168

### Add ICLPhysics and Rename ICLGeom

2013-04-30 11:52 - Christof Elbrechter

<b>Status:</b>	Closed	<b>Start date:</b>	2013-04-30
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	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