

Image Component Library - Feature #60

Rename ICLGeom to ICL3D?

2012-08-16 11:09 - Michael Götting

<b>Status:</b>	Rejected	<b>Start date:</b>	2012-08-16
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Christof Elbrechter	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	icl-8.0		
<b>Description</b>			
<ul style="list-style-type: none"><li>ICL3d doesn't work for namespace naming</li></ul>			

History

#1 - 2012-08-24 10:02 - Christof Elbrechter

new name will be ICLGeom3D since the name ICL3D leads to issues when we want to introduce package namespaces. The name ICLGeom3D at leasts underlines the correlation to 3D math and geometry stuff

#2 - 2012-08-24 10:03 - Christof Elbrechter

- Assignee set to Christof Elbrechter

#3 - 2012-08-29 23:17 - Christof Elbrechter

- NEW update !! \*\*

I finally decided to stick to the old name geom because i think that writing a namespace geom3D or cv3d will just slow down writing too much and looks way to ugly :-)

#4 - 2012-08-29 23:17 - Christof Elbrechter

- Status changed from New to Rejected