## 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:			
<ul> <li>rename ICL-fullname to "image processing" and "computer vision" library</li> <li>Add dependency graph to manual (including external dependencies) locate it in "about icl"</li> </ul>			

## History

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

- Status changed from New to Closed