

Continuous validation in hpp-core

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1 UML diagramm of the new Continuous Validation architecture

To enable the use of other type of validations than collision checking between two solids, the continuous validation in *hpp – core* has been reworked (previously *continuous collision checking*). With this new architecture, it is possible to create new classes for continuous validation. The continuous collision checking is now a part of this larger continuous validation. The following diagram is simplified for clarity.

