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Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version

Posted by [keltor](#) on Thu, 22 Nov 2012 16:39:39 GMT

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Thanks for the speedy reply, Max!

I am certainly not in a hurry Still, I tried your suggestions. Fix number 1 works no problem, fix 2 induces a few other errors here and there. I will not bore you with the details since I guess it would be more of a nuisance than a help - after all, the important thing is in the package itself.

What might be helpful is the following: Since fix 1 solves the Visual Studio 2012 error, I have gone ahead and compiled the project again from scratch using that toolchain. Two points arise:

- First, the VC compiler keeps saying

```
C:\Program Files (x86)\Microsoft Visual Studio 11.0\vc\include\crtdefs.h(446) : warning C4091: 'typedef ' :
```

```
ignored on left of '__w64 unsigned long' when no variable is declared after compiling every file
```

- Second, the library is linked correctly, yet the OCETest executable fails because of the following:

Linking...

```
Creating library C:\upp\out\bazaar\MSVC11.Gui.Usemalloc\OCETest.lib and object
```

```
C:\upp\out\bazaar\MSVC11.Gui.Usemalloc\OCETest.exp
```

```
OCE.lib(Graphic3d_WNTGraphicDevice.obj) : error LNK2019: unresolved external symbol
```

```
"private: void __thiscall Graphic3d_WNTGraphicDevice::
```

```
SetGraphicDriver(char const * const)"
```

```
(?SetGraphicDriver@Graphic3d_WNTGraphicDevice@@AAEXQBD@Z) referenced in function
```

```
"public: __this
```

```
call Graphic3d_WNTGraphicDevice::Graphic3d_WNTGraphicDevice(char const * const)"
```

```
(?0Graphic3d_WNTGraphicDevice@@QAE@QBD@Z)
```

```
OCE.lib(OpenGL_Window.obj) : error LNK2019: unresolved external symbol
```

```
__imp__InterfaceGraphic_RealizePalette referenced in function "publ
```

```
ic: __thiscall OpenGL_Window::OpenGL_Window(class Handle_OpenGL_Display const &,struct
```

```
CALL_DEF_WINDOW const &,void *,class Handle_Ope
```

```
nGL_Context const &)"
```

```
(?0OpenGL_Window@@QAE@ABVHandle_OpenGL_Display@@ABUCALL_DEF_WINDOW@
```

```
@PAXABVHandle_OpenGL_Context@@@Z)
```

```
C:\upp\out\bazaar\MSVC11.Gui.Usemalloc\OCETest.exe : fatal error LNK1120: 2 unresolved externals
```

Still, it's very very close... Thanks Max for the great job!

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