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

Posted by [keltor](#) on Thu, 29 Nov 2012 09:32:20 GMT

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I tried to compile under Windows with U++ 5592 and the review/fix-static-build branch. MSVC 11 builds successfully, however MINGW still complains:

keltor wrote on Wed, 28 November 2012 11:54Hi,

- File OpenGL_Context.cxx yields an error on line 252. That can be solved either by adding a (void*) cast in front of the returned value or by adding the compiler option -fpermissive.

- After those issues are solved, all files are compiled correctly, yet U++ complains that there are errors and does not proceed to the next package. To further illustrate: if I re-run the build process after that, I get the following:

```
----- CtrlLib ( GUI USEMALLOC GCC WIN32 ) ( 1 / 13)
```

```
----- OCE ( GUI USEMALLOC GCC WIN32 ) ( 2 / 13)
```

```
Creating library...
```

There were errors. (0:09.01)

Any ideas why that is so?

I'm a bit stumped, to be honest, since I don't understand why it compiles all files and then refuses to build the library. Is it because of OCE, MINGW or U++?

Hmmm... now it's personal I'll find a way. Of course, if someone knows the reason, I'll be very glad to hear it

Kel
