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

Posted by [keltor](#) on Thu, 29 Nov 2012 11:36:00 GMT

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OK, so I did the following: I rebuilt with the compiler option -Werror to treat warnings as errors, then I built again without the option to filter out all files that were compiled correctly. Here's the output:

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----- CtrlLib ( GUI USEMALLOC GCC BLITZ WIN32 ) ( 1 / 13)
----- OCE ( GUI USEMALLOC GCC WIN32 ) ( 2 / 13)
BSplSLib.cxx
OSD.cxx
OSD_File.cxx
OSD_FileNode.cxx
OSD_Process.cxx
C:\upp\bazaar\OCE\oce\src\BSplSLib\BSplSLib.cxx:43:0: warning: "M_SQRT2" redefined
[enabled by default]
In file included from C:\upp\bazaar\OCE\oce\inc\Standard_Real.hxx:23:0,
      from C:\upp\bazaar\OCE\oce\inc\Standard_PrimitiveTypes.hxx:41,
      from C:\upp\bazaar\OCE\oce\inc\Handle_Standard_Transient.hxx:31,
      from C:\upp\bazaar\OCE\oce\inc\Handle_Standard_Failure.hxx:17,
      from C:\upp\bazaar\OCE\oce\inc\Standard_Failure.hxx:16,
      from C:\upp\bazaar\OCE\oce\inc\Standard_DomainError.hxx:23,
      from C:\upp\bazaar\OCE\oce\inc\Standard_RangeError.hxx:23,
      from C:\upp\bazaar\OCE\oce\inc\Standard_OutOfRange.hxx:23,
      from C:\upp\bazaar\OCE\oce\inc\TCollection_Array2.lxx:19,
      from C:\upp\bazaar\OCE\oce\inc\TColgp_Array2OfPnt.hxx:119,
      from oce\drv\BSplSLib\BSplSLib.jxx:2,
      from oce\drv\BSplSLib\BSplSLib.ixx:6,
      from C:\upp\bazaar\OCE\oce\src\BSplSLib\BSplSLib.cxx:29:
c:\mingw\bin\..\lib\gcc\mingw32\4.7.0\..\..\include\math.h:64:0: note: this is the location of the
previous definition
OSD_WNT.cxx
OSD_signal_WNT.cxx
Resource_Manager.cxx
C:\upp\bazaar\OCE\oce\src\OSD\OSD.cxx:123:0: warning: "finite" redefined [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD.cxx:28:0: note: this is the location of the previous definition
C:\upp\bazaar\OCE\oce\src\OSD\OSD_FileNode.cxx: In function 'void
_osd_wnt_set_error(OSD_Error&, OSD_WhoAml, ...)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_FileNode.cxx:971:27: warning: second parameter of
'va_start' not last named argument [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx: In member function 'void
OSD_File::Read(TCollection_AsciiString&, Standard_Integer)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1072:12: warning: deleting 'Standard_Address
{aka void*}' is undefined [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx: In member function 'void
OSD_File::ReadLine(TCollection_AsciiString&, Standard_Integer, Standard_Integer&):
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C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1141:36: warning: right shift count >= width of type [enabled by default]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1203:36: warning: right shift count >= width of type [enabled by default]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx: In static member function 'static OSD_File OSD_File::BuildTemporary()':

C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1708:17: warning: deprecated conversion from string constant to 'LPTSTR {aka char*}' [-Wwrite-strings]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1708:17: warning: deprecated conversion from string constant to 'LPTSTR {aka char*}' [-Wwrite-strings]

Standard_CString.cxx

C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx: In function 'BOOL MoveDirectory(LPCTSTR, LPCTSTR)':

C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1017:59: warning: NULL used in arithmetic [-Wpointer-arith]

OpenGL_Display.cxx

C:\upp\bazaar\OCE\oce\src\Resource\Resource_Manager.cxx:42:0: warning: "ERROR" redefined [enabled by default]

In file included from c:\mingw\bin\..\lib\gcc\mingw32\4.7.0\..\..\..\include\windows.h:52:0,
from C:\upp\bazaar\OCE\oce\inc\Standard_ThreadId.hxx:29,
from C:\upp\bazaar\OCE\oce\inc\Standard_ErrorHandler.hxx:32,
from C:\upp\bazaar\OCE\oce\src\Resource\Resource_Manager.cxx:30:

c:\mingw\bin\..\lib\gcc\mingw32\4.7.0\..\..\..\include\wingdi.h:313:0: note: this is the location of the previous definition

C:\upp\bazaar\OCE\oce\src\OSD\OSD_Process.cxx: In member function 'OSD_Path OSD_Process::CurrentDirectory()':

C:\upp\bazaar\OCE\oce\src\OSD\OSD_Process.cxx:405:65: warning: NULL used in arithmetic [-Wpointer-arith]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_signal_WNT.cxx:226:1: warning: deprecated conversion from string constant to '_TCHAR* {aka char*}' [-Wwrite-strings]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_signal_WNT.cxx:226:1: warning: deprecated conversion from string constant to '_TCHAR* {aka char*}' [-Wwrite-strings]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_signal_WNT.cxx:226:1: warning: deprecated conversion from string constant to '_TCHAR* {aka char*}' [-Wwrite-strings]

In file included from C:\upp\bazaar\OCE\oce\src\Standard\Standard_CString.cxx:52:0:
C:\upp\bazaar\OCE\oce\inc\Standard_String.hxx:38:40: warning: 'MaskEndIntegerString' initialized and declared 'extern' [enabled by default]

OpenGL_Polygon.cxx

InterfaceGraphic_cPrintf.cxx

MFT_FontManager.cxx

Graphic2d_GraphicObject.cxx

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx: In function 'int cPrintf(const char*, ...)':

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx:56:5: warning: 'int cPrintf(const char*, ...)'' redeclared without dllimport attribute: previous dllimport ignored [-Wattributes]

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx: In function 'int fcPrintf(int, const char*, ...)':

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C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx:85:5: warning: 'int
fcPrintf(int, const char*, ...)' redeclared without dllimport attribute: previous dllimport ignored
[-Wattributes]
C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx: In function 'char*
GetEnv(const char*)':
C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx:114:7: warning: 'char*
GetEnv(const char*)' redeclared without dllimport attribute: previous dllimport ignored
[-Wattributes]
FWOSDriver_Driver.cxx
C:\upp\bazaar\OCE\oce\src\OpenGL\OpenGL_Display.cxx:45:36: warning: deprecated conversion
from string constant to 'char*' [-Wwrite-strings]
C:\upp\bazaar\OCE\oce\src\OpenGL\OpenGL_Polygon.cxx: In destructor 'virtual
OpenGL_Polygon::~~OpenGL_Polygon()':
C:\upp\bazaar\OCE\oce\src\OpenGL\OpenGL_Polygon.cxx:569:57: warning: deleting 'void* const'
is undefined [enabled by default]
C:\upp\bazaar\OCE\oce\src\FWOSDriver\FWOSDriver_Driver.cxx: In member function 'virtual
TCollection_ExtendedString FWOSDriver_Driver::DefaultFolder()':
C:\upp\bazaar\OCE\oce\src\FWOSDriver\FWOSDriver_Driver.cxx:175:23: warning: NULL used in
arithmetic [-Wpointer-arith]
C:\upp\bazaar\OCE\oce\src\Graphic2d\Graphic2d_GraphicObject.cxx:45:0: warning:
"MAX_PRIORITY" redefined [enabled by default]
In file included from c:\mingw\bin\..\lib\gcc\mingw32\4.7.0\..\..\..\include\windows.h:87:0,
      from C:\upp\bazaar\OCE\oce\inc\Standard_ThreadId.hxx:29,
      from C:\upp\bazaar\OCE\oce\inc\Standard_ErrorHandler.hxx:32,
      from C:\upp\bazaar\OCE\oce\src\Graphic2d\Graphic2d_GraphicObject.cxx:41:
c:\mingw\bin\..\lib\gcc\mingw32\4.7.0\..\..\..\include\winspool.h:208:0: note: this is the location of
the previous definition
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx: In function 'void* mmap(off_t, int, int)':
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx:339:60: warning: deprecated conversion
from string constant to 'char*' [-Wwrite-strings]
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx:343:61: warning: deprecated conversion
from string constant to 'char*' [-Wwrite-strings]
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx:352:58: warning: deprecated conversion
from string constant to 'char*' [-Wwrite-strings]
OCE: 15 file(s) built in (0:11.51), 767 msecs / file, duration = 12340 msecs, parallelization 100%
Creating library...
```

There were errors. (0:12.44)

As far as I can see, there are no errors as such, and despite that, the library does not get rebuilt.
Weird.

Hope this helps in any case.

Kel