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

Posted by [keltor](#) on Fri, 30 Nov 2012 08:22:32 GMT

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Ciao Max,

Creating library...

```
ar -sr "C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a"
```

```
@C:\Users\Keltor\AppData\Local\Temp\0A0002723654FF90249AAD0716804E0D.tmp
```

```
C:\MinGW\bin\ar.exe: creating C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a
```

```
C:\MinGW\bin\ar.exe: C:/upp/out/bazaar/OCE/MINGW.Gui.UsemallocDynamic.o: No such file or directory
```

```
C:\MinGW\bin\ar.exe -sr "C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a"
```

```
@C:\Users\Keltor\AppData\Local\Temp\0A0002723654FF90249AAD0716804E
```

```
0D.tmp
```

```
Error executing C:\MinGW\bin\ar.exe -sr "C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a"
```

```
@C:\Users\Keltor\AppData\Local\Temp\0A0002723654FF
```

```
90249AAD0716804E0D.tmp
```

```
Exitcode: 1
```

It seems to me that you are missing a slash at the end of the directory name, e.g. MINGW.Gui.Usemalloc/Dynamic.o

Apart from that, I still had to change line 252 from file `OpenGL_Context.cxx` to read
Quote: `return (void*)wglGetProcAddress (theFuncName);`

Either that or add the GCC compiler option `-fpermissive`. Although to be fair, I didn't update the OCE source today, so I don't know for sure if that change is committed or not.

Almost there, in any case.

On to the UppCad report. The newest version is much more stable, it doesn't crash as often when multiple files are open. What I encountered, though, is that it got stuck when I tried to erase an object. Certainly going in the right direction, though. Keep up the good work!

Kel
