
Subject: Re: X11 Windowed control and others - Latest release

Posted by [mdelfede](#) on Wed, 23 Jun 2010 11:58:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Koldo

Sorry for delay answering, I'm quite busy on these days....

DHCtrl is since long embedded in upp.... also on linux side.

IIRC somebody did some mods on it, so I'm not sure it works exactly as before....

I'll put here my opencascade demo, but...

1) I did a lot of work on Opencascade tree, it's ugly like it is and almost unmanageable, having a bunch of thousands include in a single folder, making it awfully slow to compile.

I've somewhere an Opencascade re-packer, which separates includes by category in subfolders, but I don't remember how it works

2) You must put the patched opencascade tree inside an upp assembly.

So, if you've (a lot of) time experimenting with it and you're brave enough, I'll put here also my opencascade reformatters/packers, but no time to remember on how to use them and not sure at all if they worked or where in unusable state... sorry

Last thing I was trying to do was to put ALL opencascade lib into an own namespace, but it's so badly written that it's an hopeless task. So, be prepared to name clashes, and, BTW, blitz do have problems with it, of course.

Here the demo, on next post the (hopefully working) opencascade reformatter. Remember, take out the namespace stuff, it won't work, that's for sure

Ciao

Max

File Attachments

1) [TestOpenCascade.zip](#), downloaded 340 times
