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Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel

Posted by [mdelfede](#) on Sun, 15 Jan 2012 16:27:21 GMT

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Hi Koldo

I'll be happy if you can test it.

It was quite difficult having it packaged without touching at source tree... and I'm not completely happy about, but that's the only way by now.

On next days I'll adapt my UppCad to the new package and push a couple of windows+linux test versions somewhere.

Ciao

Max

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