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

Posted by [mdelfede](#) on Mon, 19 Nov 2012 21:55:41 GMT

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Hi,

I just updated the bazaar OCE package to latest OCE build, and so is the demo app.

Now there's just a *BIG* single library named OCE.

As before, you need to fetch the OCE sources with git from OCE website; see the readme file.

As a note, the OCE package still has a couple of bugs that prevents building on last ubuntu GCC; I pushed the needed patches in a private branch named micimax/fix-ubuntu-build, so upon fetching the git code, you need to switch to that private branch to build it.

Resumed instructions :

- 1: cd into OCE bazaar folder
- 2: git clone git://github.com/tpaviot/oce.git oce
- 3: cd into 'oce' folder
- 4: git checkout micimax/fix-ubuntu-build

From now you can try to build demo code.

By now, tested JUST on Linux; you may miss some dependencies, in my case it was TCL devel libraries and limxmu, but your mileage may vary... jut look at error codes, if any, and google for dependencies.

I'll test it on windows (and make needed changes...) on next days.

Ciao

Max

p.s.: the build takes LOOONG... if you don't have a fast pc with very fast HDD. On my quad core i7 with 512 GB ssd it takes some 3-5 minutes; on former machine it could take 2 ours....

p.p.s: I warmly suggest to build with USEMALLOC flag... maybe the OCC allocators are fixed now, but they were quite broken one year ago....