Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 22 Nov 2012 12:35:35 GMT
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Ciao Massimo,

Good to hear that the new version is almost ready! Here's a small report on my attempt to compile OCETest under Windows, using the latest OCE code and version 5575 of u++:

It's not working yet, but it's almost there. Compiling with gcc 4.7.0 I get the following:

Quote:C:\upp\bazaar\OCE\oce\src\OSD\OSD_Thread.cxx: In function 'DWORD WNTthread_func(LPVOID)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_Thread.cxx:145:11: error: 'intptr_t' was not declared in this scope
C:\upp\bazaar\OCE\oce\src\OSD\OSD_Thread.cxx:145:20: error: expected ';' before 'ret'
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:1017:22: error: 'intptr_t' was not declared in this scope
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1017:32: error: expected ')' before 'TlsGetValue'
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1419:1: error: expected ')' at end of input
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1419:1: error: expected statement at end of input
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1419:1: error: expected '}' at end of input
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT_1.cxx: In function 'WORD* lpwAlign(LPWORD)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT_1.cxx:245:9: error: 'intptr_t' was not declared in this scope
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT_1.cxx:245:19: error: expected ';' before 'lpIn'
C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_FontMgr.cxx:23:22: fatal error: ft2build.h: No such file or directory
compilation terminated.
C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_Context.cxx: In member function 'void* OpenGl_Context::findProc(const char*)':
C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_Context.cxx:252:40: error: invalid conversion from 'PROC {aka int (__attribute__((__stdcall__)) *)
 ()}' to 'void*' [-fpermissive]

With Visual Studio 2012 it's even better:

Quote:C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_FontMgr.cxx:23:22: fatal error: ft2build.h: No such file or directory

Hope this helps, and looking forward to the fixes

Kel