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

Posted by [mdelfede](#) on Thu, 22 Nov 2012 16:47:45 GMT

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Hi,

for the second error, I already sent a patch to OCE which is being integrated.

If you want to test it, there's a private branch named

`review/fix-static-build`

which contains the fixes.

Sorry for the inconveniences, but OCE is in the way incorporating 6.5.4 update, so it needs some days to stabilize.

BTW, with the patch I got it compiling and running on both on windows (visualc 9) and Linux (ubuntu, GCC 4.7.2).

Feel free to signal more problems.... I'm a bit busy on these days, but I'm thinking to continue development of my UppCad application, so I guess I'll be faster with updates on next days.

Ciao

Max
