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

Posted by [keltor](#) on Thu, 22 Nov 2012 19:34:05 GMT

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Hi again Max,

No need to apologise for inconveniences! On the contrary, it's the whole community that is grateful to you and to the rest of the people who make it possible for us all to reap the rewards of your hard work. Personally, I am just happy to contribute in any humble way I can if with that I can make your life a little easier, that's why I thought I would present my own experience in case it might help out.

Let me make that extensive to all the really talented folks working on U++. Guys, you all rock, seriously.

Back to the issue: I will certainly keep testing the new version, not only compiling it but also working with the final product, so if something comes up, I'll be sure to let you know.

Thanks again, cheers,

Kel

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