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

Posted by [mdelfede](#) on Wed, 28 Nov 2012 21:11:53 GMT

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Hi Didier... I think on next days (weeks ?) I'll setup an autoupdater on my server, both for linux and windows, so you'll be able to test it on Linux directly.

It still has a couple of bugs... it does hard multithreading, and the behaviour is far from perfect....

Ciao

Max
