Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 15:21:45 GMT
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I am beginning to think that the culprit may be GCC itself. Since the compiling works fine, it must be the linking. Maybe there are too many files for the linker to process at one time?

Wasn't there an option to view the commands it executes while compiling? I forgot how it's done...