Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 15:55:39 GMT

View Forum Message <> Reply to Message

Great! Now we're really getting somewhere! It was driving me nuts

I'll leave it in your capable hands then Or we can just use MSVC after all...

Thanks Massimo,

Kel