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

Posted by [mdelfede](#) on Thu, 29 Nov 2012 15:58:29 GMT

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keltor wrote on Thu, 29 November 2012 16:55

I'll leave it in your capable hands then
Kel

sigh... another IDE patch.

I'll take a look at it, but I don't have mingw setup handy, so you'll have to test it.

Max

p.s.: could you please test my UppCad in the meanwhile ? If you find a reproducible crash, please tell me... I'm fixing last bgs before extending it.
<http://www.timberstruct.it/UppCad.exe>

Max
