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

Posted by [mdelfede](#) on Thu, 29 Nov 2012 16:11:33 GMT

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Thank you... I'll keep updating the link above for few days; when it'll be a bit more usable, I'll setup the autoupdate server for it.

After last patch I didn't find any more crashes, but I'd like to have it stable before adding features... otherwise it will be more difficult to find bugs.

If you can, please play with more document at the same time, the difficult part was the multithreading stuff. You can copy the test drawing or, if you prefer, I can post more samples.

Max

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