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

Posted by [keltor](#) on Thu, 29 Nov 2012 17:25:02 GMT

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It would be nice, but certainly it's not essential, to have another .ucd file. In any case, I'll test the multithreading thoroughly between today and tomorrow.

So far, I can tell you something I have seen. Not a bug in itself, but something that can be a little odd to the end user. It seems that there are options that involve calling two consecutive commands, e.g. Shade - Gouraud. A right-click seems to repeat the last command, so if one right-clicks after a two-step command, only the last line gets repeated (in this case, Gouraud), which results in an error. A minor thing, really, but just so you know.

I'll tell you any other, major or minor, issues that I find, especially when working with several files at the same time.

Kel

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