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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 22:36:57 GMT

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Hi Keltor,

please update your IDE with last svn and recheck... I've duplicated my patch of MSC builder to GCC one, now a command file is used if commandline length is > 8192 bytes, which is the limit for windows.

Ciao

Max

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