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

Posted by [mdelfede](#) on Fri, 30 Nov 2012 12:33:17 GMT

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Ok, fixed for Mingw too... please retest with latest svn.

The (void *) bug is still there, I posted a message on OCE site about it; the static build fix is also still not merged, but it should be so in few time.

Max
