Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Sun, 09 Dec 2012 00:41:38 GMT
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Hi, I have updated the UppCad application with some extensions; I'll be glad if somebody will test it.
Here the links, both for windows and linux, with the usual demo drawing. Please DON'T use old demo drawing, file format is changing and they're probably incompatible.

Please test in detail the layers/materials/textures part; to look at textured drawing, just push the dark "textured" box icon near bottom.
There are now layers, materials and texture editors.
If you want to use other textures with the demo file, keep in mind that too big images will lead to long render times.
Embedded ones are a compromise between quality and size.

You can turn on/of some layers to look, for example, to iron parts in detail. It can be done through the layer control on top.
You can also draw something on a new drawing; few commands are working, just test; recently added are SPHERE and CONE.
Look also at settings menu to enable snaps.
Coordinates can be entered also by command line (quite similar to autocad).
<ESC> key interrupts current command.
Undo and redo are available by command line and menu items.
Added also a step import command, both via command line and menus.

windows : http://www.timberstruct.it/UppCad.exe
linux (64 bit) : http://www.timberstruct.it/UppCad

demo file : http://www.timberstruct.it/Frige.ucd
small demo steel part : http://www.timberstruct.it/Ferro.ucd

small demo with some other textured elements : http://www.timberstruct.it/Prova.ucd

In short time I'll update the OCE package to 0.11 version, with all bug fixes embedded.

Please report any crash (it's still not perfect, but quite stable now).

Ciao

Max

EDIT : OCE is available now in 0.11 version with all bugfixes, so it shouldn't be necessary to fetch my private GIT branches.
Just a git clone on master branch is enough.

UppCad also updated here, with many enhancements and bugfixes.

Ciao

Max