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

Posted by [keltor](#) on Wed, 12 Dec 2012 17:17:05 GMT

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I have tried to compile version 0.11 with MinGW and I get the same linking problem as before. Also, the `intptr_t` error is back... That last part can be solved by adding an `#include <stdint.h>` in the offending files.

I have also tried UppCad and I would say it's stable now. I have tried several files at the same time and the few crashes that happened to me before seem to be solved. It has not crashed a single time yet. Good job Massimo!

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