Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 12 Dec 2012 17:21:32 GMT

View Forum Message <> Reply to Message

keltor wrote on Wed, 12 December 2012 18:17I 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!

Hi Keltor

First of all, thank you for testing, I really needed it.
Then... about Mingw, are you using the 32 or 64 bit version ? Because I know there are problems with the 64 bit, and hereI've just a 32 bit one for testing.
I'll try again tomorrow, I guess, to solve these problems.

Ciao

Max