Hi!

I am building an application with U++ GUI. This requires plotting and making 3D simple primitives based geometry models with simple properties like translation, rotation, extrusion etc. I have seen OCE2UPP and OCETEST in U++ bazaar. I could not run OCETEST as it is not getting OCE/OCE.h. Also I could not run OCE2UPP as it could not get oce root directory although I installed opencascade downloading from opencascade download center.

Can anyone help me?

Thanks and Regards
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