Subject: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Sun, 15 Jan 2012 16:19:29 GMT

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PLEASE SEE LAST POST FOR LATEST INSTRUCTIONS !

Hi,

finally I could add this package, which I'm using in my UppCad.
It was a long run because the library source tree is totally Upp-unfriendly AND because it's so big that I couldn't drop into bazaar.

BEWARE, NEEDS AN UPDATED IDE TO BUILD !!! (nighty build from 18/01/2011)

So, here instructions :

1 - RTFR (Read The Fine Readme) !!!

2 - If you're in a hurry, please read point 1.

3 - If you're *really* in hurry, keep in mind that the Bazaar   package DON'T have the library sources inside (around 30 MB were just too big...), just the .upp files and some other neede ones, so, you MUST fetch the library source tree by yourself.
So, as contained in the infamous README file, as an option :

From inside OCE folder......

If using GIT (preferred method):

git clone git://github.com/tpaviot/oce.git

If not using git, fetch files from here :
https://github.com/tpaviot/oce/zipball/master
Unpack them inside OCE folder AND BE SURE that resulting folder name is 'oce'. You'll end with OCE folder containing following:

ApplicationFramework
Draw
FoundationClasses
InterfaceGraphic_WNT.hxx
ModelingAlgorithms
ModelingData
oce   <<-- THIS IS OCE source tree
OCE.h
README-REALLY.txt
Visualization

From now, you can open OCETest package and run it... if all is ok, you'll see a small demo with a 3d bottle on it.

BE PATIENT, OpenCascade is totally Blitz-unfriendly, and it's
around 30 MB of source code. On Linux it takes around 20-25 minutes to build on my machine, on WINE it takes more than one our, don't know on a real machine.

You can zoom (mouse wheel) pan (middle mouse button) and rotate (ctrl+shift + mouse middle drag).

Tested on windows an Ubuntu Linux 11.10; if you've some BSD handy, please test it and/or apply needed patches.

Please report here any bugs you find !

LAST NOTE : GIT is preferred because the OCE project is very active on these days and we're fixing tons of issues on it, so with git you can stay updated easly.

Ciao

Max

File Attachments
1) MscBuilder.patch, downloaded 787 times

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel
Posted by koldo on Sun, 15 Jan 2012 16:22:19 GMT
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Thank you very much Massimo!

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel
Posted by mdelfede on Sun, 15 Jan 2012 16:27:21 GMT
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Hi Koldo

I'll be happy if you can test it.
It was quite difficult having it packaged without touching at source tree... and I'm not completely happy about, but that's the only way by now.

On next days I'll adapt my UppCad to the new package and push a couple of windows+linux test versions somewhere.

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel
Posted by koldo on Sun, 15 Jan 2012 20:38:19 GMT

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Hello Massimo

It is great to have good engineering tools in U++. And OpenCascade is perhaps one of the most advanced available to open source.

So IMHO having it in U++ is very good news .

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel
Posted by mdelfede on Wed, 18 Jan 2012 19:56:29 GMT

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Ide now can build the sample without patches.
Just update to a nigthy build (today 18/01/2011)

Please test !

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel
Posted by keltor on Mon, 18 Jun 2012 14:55:28 GMT

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Sorry for bumping a rather old topic. Just a small heads up. It appears that the new version (0.10.*) of OpenCascade does not compile properly with the bazaar project - one has to use the older 0.9* code.

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel
Posted by mdelfede on Mon, 19 Nov 2012 21:55:41 GMT
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Hi,

I just updated the bazaar OCE package to latest OCE build, and so is the demo app.
Now there's just a *BIG* single library named OCE.
As before,you need to fetch the OCE sources with git from OCE website; see the readme file.

As a note, the OCE package still has a couple of bugs that prevents building on last ubuntu GCC;
I pushed the needed patches in a private branch named miciomax/fix-ubuntu-build, so upon
fetching the git code, you need to switch to that private branch to build it.
Resumed instructions :

1: cd into OCE bazaar folder
2: git clone git://github.com/tpaviot/oce.git oce
3: cd into 'oce' folder
4: git checkout miciomax/fix-ubuntu-build

From now you can try to build demo code.

By now, tested JUST on Linux; you may miss some dependencies, in my case it was TCL devel
libraries and limxmu, but your mileage may vary... jut look at error codes, if any, and google for
dependencies.
I'll test it on windows (and make needed changes...) on next days.

Ciao

Max

p.s.: the build takes LOOONG... if you don't have a fast pc with very fast HDD. On my quad core
i7 with 512 GB ssd it takes some 3-5 minutes; on former machine it could take 2 ours....

p.p.s: I warmly suggest to build with USEMALLOC flag... maybe the OCC allocators are fixed
now, but they were quite broken one year ago....

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 22 Nov 2012 12:35:35 GMT
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Ciao Massimo,

Good to hear that the new version is almost ready! Here's a small report on my attempt to compile

OCETest under Windows, using the latest OCE code and version 5575 of u++:

It's not working yet, but it's almost there. Compiling with gcc 4.7.0 I get the following:

Quote:C:\upp\bazaar\OCE\oce\src\OSD\OSD_Thread.cxx: In function 'DWORD WNTthread_func(LPVOID)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_Thread.cxx:145:11: error: 'intptr_t' was not declared in this scope
C:\upp\bazaar\OCE\oce\src\OSD\OSD_Thread.cxx:145:20: error: expected ';' before 'ret'
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx: In function 'BOOL MoveDirectory(LPCTSTR, LPCTSTR)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1017:22: error: 'intptr_t' was not declared in this scope
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1017:32: error: expected ')' before 'TlsGetValue'
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1419:1: error: expected ')' at end of input
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1419:1: error: expected statement at end of input
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1419:1: error: expected '}' at end of input
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT_1.cxx: In function 'WORD* lpwAlign(LPWORD)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT_1.cxx:245:9: error: 'intptr_t' was not declared in this scope
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT_1.cxx:245:19: error: expected ';' before 'lpIn'
C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_FontMgr.cxx:23:22: fatal error: ft2build.h: No such file or directory
compilation terminated.
C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_Context.cxx: In member function 'void* OpenGl_Context::findProc(const char*)':
C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_Context.cxx:252:40: error: invalid conversion from 'PROC {aka int (__attribute__((__stdcall__)) *)
 ()}' to 'void*' [-fpermissive]

With Visual Studio 2012 it's even better:

Quote:C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_FontMgr.cxx:23:22: fatal error: ft2build.h: No such file or directory

Hope this helps, and looking forward to the fixes

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Thu, 22 Nov 2012 14:40:36 GMT
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Hi Keltor,

thank you for testing

The ftbuild problem is solved (I have still to upload the fix, I'll do it this evening); the other I guess depends on GCC for windows not defining intptr_t; I can do it inside package.

If you're in a hurry, you can solve both opening the packge organizer and adding a couple of compilation options :

1) Add an internal include, with the value ../freetype
2) Add a compiler option, with the value -Dintptr_t=int*

(second one I don't know if it works...)

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 22 Nov 2012 16:39:39 GMT
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Thanks for the speedy reply, Max!

I am certainly not in a hurry Still, I tried your suggestions. Fix number 1 works no problem, fix 2 induces a few other errors here and there. I will not bore you with the details since I guess it would be more of a nuisance than a help - after all, the important thing is in the package itself.

What might be helpful is the following: Since fix 1 solves the Visual Studio 2012 error, I have gone ahead and compiled the project again from scratch using that toolchain. Two points arise:

- First, the VC compiler keeps saying
C:\Program Files (x86)\Microsoft Visual Studio 11.0\Vc\Include\crtdefs.h(446) : warning C4091: 'typedef ' :
ignored on left of '__w64 unsigned long' when no variable is declared
after compiling every file

- Second, the library is linked correctly, yet the OCETest executable fails because of the following:

Linking...
   Creating library C:\upp\out\bazaar\MSVC11.Gui.Usemalloc\OCETest.lib and object
C:\upp\out\bazaar\MSVC11.Gui.Usemalloc\OCETest.exp
OCE.lib(Graphic3d_WNTGraphicDevice.obj) : error LNK2019: unresolved external symbol
"private: void __thiscall Graphic3d_WNTGraphicDevice::
 SetGraphicDriver(char const * const)"
(?SetGraphicDriver@Graphic3d_WNTGraphicDevice@@AAEXQBD@Z) referenced in function

"public: __this
 call Graphic3d_WNTGraphicDevice::Graphic3d_WNTGraphicDevice(char const * const)"
(??0Graphic3d_WNTGraphicDevice@@QAE@QBD@Z)
OCE.lib(OpenGl_Window.obj) : error LNK2019: unresolved external symbol
__imp__InterfaceGraphic_RealizePalette referenced in function "publ
 ic: __thiscall OpenGl_Window::OpenGl_Window(class Handle_OpenGl_Display const &,struct
CALL_DEF_WINDOW const &,void *,class Handle_Ope
 nGl_Context const &)"
(??0OpenGl_Window@@QAE@ABVHandle_OpenGl_Display@@ABUCALL_DEF_WINDOW@
@PAXABVHandle_OpenGl_Context@@@Z)
C:\upp\out\bazaar\MSVC11.Gui.Usemalloc\OCETest.exe : fatal error LNK1120: 2 unresolved
externals

Still, it's very very close... Thanks Max for the great job!

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Thu, 22 Nov 2012 16:47:45 GMT
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Hi,

for the second error, I already sent a patch to OCE which is being integrated.
If you want to test it, there's a private branch named

review/fix-static-build

which contains the fixes.

Sorry for the inconveniences, but OCE is in the way incorporating 6.5.4 update, so it needs some days to stabilize.
BTW, with the patch I got it compiling and running or both on windows (visualc 9) and Linux (ubuntu, GCC 4.7.2).

Feel free to signal more problems.... I'm a bit busy on these days, but I'm thinking to continue development of my UppCad application, so I guess I'll be faster with updates on next days.

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 22 Nov 2012 19:34:05 GMT
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Hi again Max,

No need to apologise for inconveniences! On the contrary, it's the whole community that is grateful to you and to the rest of the people who make it possible for us all to reap the rewards of your hard work. Personally, I am just happy to contribute in any humble way I can if with that I can make your life a little easier, that's why I thought I would present my own experience in case it might help out.

Let me make that extensive to all the really talented folks working on U++. Guys, you all rock, seriously.

Back to the issue: I will certainly keep testing the new version, not only compiling it but also working with the final product, so if something comes up, I'll be sure to let you know.

Thanks again, cheers,

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 28 Nov 2012 10:08:06 GMT
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I've uploaded a demo (NON open sourced, just the executable and a test file) of the ongoing uppcad project, based on OCE libraries.

It's still in early stage, but many stuffs are already working.
If you want to test it, just grab these files:

http://www.timberstruct.it/UppCad.exe
http://www.timberstruct.it/prova.ucd

(.ucd file needs to be saved on disk, so if your browser opens it, just choose 'save as' option instead)

To test, just run UppCad.exe and open the Prova.ucd file.
Usage is simple, only 'weird' thing is the view rotate command, which is done with

CTRL+SHIFT+middle mouse button drag

To see view in shaded, random colors, just select GOURAUD view mode. HIDDEN line mode is quite slow when rotating the view, as it must regenerate all hidden lines on each step.

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by koldo on Wed, 28 Nov 2012 10:14:07 GMT
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Very cool .

File Attachments
1) cool.png, downloaded 1136 times

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 28 Nov 2012 10:38:02 GMT
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Hi Koldo

Thank you for testing.
There's also a 'stepin' command (must be entered by command line) which allows to import any step file... you can find some on web or make them with some cad application.
The sample above is a job drawing exported from autocad, converted to step and imported in uppcad.

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Wed, 28 Nov 2012 10:54:56 GMT
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Hi,

I have retaken the project of compiling the new OCE under Windows. This time, since Massimo reports that VS works fine, with GCC 4.7.0. I am using the latest version of U++ (5584) and the review/fix-static-build source for OCE.

As is, the project has a few issues:

- One still needs to define the internal include ../freetype as mentioned on a previous post.

- File OpenGl_Context.cxx yields an error on line 252. That can be solved either by adding a

(void*) cast in front of the returned value or by adding the compiler option -fpermissive.

- After those issues are solved, all files are compiled correctly, yet U++ complains that there are errors and does not proceed to the next package. To further illustrate: if I re-run the build process after that, I get the following:

----- CtrlLib (GUI USEMALLOC GCC WIN32) (1 / 13)
----- OCE (GUI USEMALLOC GCC WIN32) (2 / 13)
Creating library...

There were errors. (0:09.01)

Any ideas why that is so?

I will keep on at it

Keltor

PS: Really cool proggie, Max!

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 28 Nov 2012 11:02:55 GMT
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Hi Keltor,

sorry, but I had no time to test and commit latest fixes to OCE... I guess I'll do it this evening. Just wait for next post, I'll tell when the fixes will be on git.

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Wed, 28 Nov 2012 11:10:49 GMT
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OK, no problem. I will wait for the next version then. In the meantime I'll take a further look at UppCad Thanks!

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by Didier on Wed, 28 Nov 2012 19:53:59 GMT

Hi Max,

I just tried under wine.
It started fine and looks very good (great icons)

But it got stuck when trying to do a move (Wine issue)

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 28 Nov 2012 21:11:53 GMT

Hi Didier... I think on next days (weeks ?) I'll setup an autoupdater on my server, both for linux and windows, so you'll be able to test it on Linux directly.

It still has a couple of bugs... it does hard multithreading, and the behaviour is far from perfect....

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by Tom1 on Wed, 28 Nov 2012 21:21:10 GMT

Hi Max,

Very nice indeed!

How about DXF import/export? And perhaps HPGL plotting?

Best regards,

Tom

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 28 Nov 2012 21:30:44 GMT
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Hi Tom,

first thing I need is a SAT import.... it's needed to read 3d exported from autocad. By now I do the conversion to step wth an external app and then import the .stp file in UppCad, which is not so comfortable and looses layer/color info.
I have not found any opensourced SAT reader code....

DXF is completely useless regarding 3d objects, they're encrypted inside DXF files, so unreadable without spatial libraries.

I'll do of course a DXF import for simple objects, and a DXF export for 2d drawings, but the SAT reader is a must.
If somebody knows about some free code to read/write sat files, I'll be very happy

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by Tom1 on Wed, 28 Nov 2012 21:54:04 GMT
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Yes, I was looking (quite narrowly, I might add) for just 2D DXF.

I did find a link to SAT format specification ... but I guess you're looking specifically for code, not spec. Anyway I put it here, just in case it is of interest to somebody:
http://paulbourke.net/dataformats/sat/sat.pdf

Best regards,

Tom

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 28 Nov 2012 21:56:56 GMT
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Hi Tom... yes, I have this document, and I'm afraid I'll have to write the importer from scratch.
OCC has a sat importer, but not free... pity.

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Wed, 28 Nov 2012 22:35:46 GMT

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Just updated the OCE package.

UPP package is ok and builds fine on windows; you still need to fetch the review branch containing fixes for static build up to it gets merged to master; the branch is

review/fix-static-build

I think it'll be merged on next days.

Please test and report any problems !

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 09:32:20 GMT

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I tried to compile under Windows with U++ 5592 and the review/fix-static-build branch. MSVC 11 builds successfully, however MINGW still complains:

keltor wrote on Wed, 28 November 2012 11:54Hi,
- File OpenGl_Context.cxx yields an error on line 252. That can be solved either by adding a (void*) cast in front of the returned value or by adding the compiler option -fpermissive.

- After those issues are solved, all files are compiled correctly, yet U++ complains that there are errors and does not proceed to the next package. To further illustrate: if I re-run the build process after that, I get the following:

----- CtrlLib (GUI USEMALLOC GCC WIN32) (1 / 13)
----- OCE (GUI USEMALLOC GCC WIN32) (2 / 13)
Creating library...

There were errors. (0:09.01)

Any ideas why that is so?

I'm a bit stumped, to be honest, since I don't understand why it compiles all files and then refuses

to build the library. Is it because of OCE, MINGW or U++?

Hmmmm... now it's personal I'll find a way. Of course, if someone knows the reason, I'll be very glad to hear it

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by **mdelfede** on Thu, 29 Nov 2012 09:45:43 GMT
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Hi Keltor,

I don't have mingw installed, so I can't test it.
Could you please do a FULL rebuild (clean packages, then rebuild them) and drop me the error output ?

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by **keltor** on Thu, 29 Nov 2012 10:45:51 GMT
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There are no errors - just warnings. That's what puzzles me...

Still, I'll dump those as soon as I finish rebuilding.

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by **keltor** on Thu, 29 Nov 2012 11:36:00 GMT
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OK, so I did the following: I rebuilt with the compiler option -Werror to treat warnings as errors, then I built again without the option to filter out all files that were compiled correctly. Here's the output:

----- CtrlLib (GUI USEMALLOC GCC BLITZ WIN32) (1 / 13)
----- OCE (GUI USEMALLOC GCC WIN32) (2 / 13)
BSplSLib.cxx

OSD.cxx
OSD_File.cxx
OSD_FileNode.cxx
OSD_Process.cxx
C:\upp\bazaar\OCE\oce\src\BSplSLib\BSplSLib.cxx:43:0: warning: "M_SQRT2" redefined
[enabled by default]
In file included from C:\upp\bazaar\OCE\oce\inc/Standard_Real.hxx:23:0,
            from C:\upp\bazaar\OCE\oce\inc/Standard_PrimitiveTypes.hxx:41,
            from C:\upp\bazaar\OCE\oce\inc/Handle_Standard_Transient.hxx:31,
            from C:\upp\bazaar\OCE\oce\inc/Handle_Standard_Failure.hxx:17,
            from C:\upp\bazaar\OCE\oce\inc/Standard_Failure.hxx:16,
            from C:\upp\bazaar\OCE\oce\inc/Standard_DomainError.hxx:23,
            from C:\upp\bazaar\OCE\oce\inc/Standard_RangeError.hxx:23,
            from C:\upp\bazaar\OCE\oce\inc/Standard_OutOfRange.hxx:23,
            from C:\upp\bazaar\OCE\oce\inc/TCollection_Array2.lxx:19,
            from C:\upp\bazaar\OCE\oce\inc/TColgp_Array2OfPnt.hxx:119,
            from oce/drv/BSplSLib/BSplSLib.jxx:2,
            from oce/drv/BSplSLib/BSplSLib.ixx:6,
            from C:\upp\bazaar\OCE\oce\src\BSplSLib\BSplSLib.cxx:29:
c:\mingw\bin\../lib/gcc/mingw32/4.7.0/../../../../include/math.h:64:0: note: this is the location of the
previous definition
OSD_WNT.cxx
OSD_signal_WNT.cxx
Resource_Manager.cxx
C:\upp\bazaar\OCE\oce\src\OSD\OSD.cxx:123:0: warning: "finite" redefined [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD.cxx:28:0: note: this is the location of the previous definition
C:\upp\bazaar\OCE\oce\src\OSD\OSD_FileNode.cxx: In function 'void
_osd_wnt_set_error(OSD_Error&, OSD_WhoAmI, ...)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_FileNode.cxx:971:27: warning: second parameter of
'va_start' not last named argument [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx: In member function 'void
OSD_File::Read(TCollection_AsciiString&, Standard_Integer)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1072:12: warning: deleting 'Standard_Address
{aka void*}' is undefined [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx: In member function 'void
OSD_File::ReadLine(TCollection_AsciiString&, Standard_Integer, Standard_Integer&)':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1141:36: warning: right shift count >= width of
type [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1203:36: warning: right shift count >= width of
type [enabled by default]
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx: In static member function 'static OSD_File
OSD_File::BuildTemporary()':
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1708:17: warning: deprecated conversion from
string constant to 'LPTSTR {aka char*}' [-Wwrite-strings]
C:\upp\bazaar\OCE\oce\src\OSD\OSD_File.cxx:1708:17: warning: deprecated conversion from
string constant to 'LPTSTR {aka char*}' [-Wwrite-strings]
Standard_CString.cxx
C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx: In function 'BOOL MoveDirectory(LPCTSTR,

LPCTSTR)':

C:\upp\bazaar\OCE\oce\src\OSD\OSD_WNT.cxx:1017:59: warning: NULL used in arithmetic [-Wpointer-arith]

OpenGl_Display.cxx

C:\upp\bazaar\OCE\oce\src\Resource\Resource_Manager.cxx:42:0: warning: "ERROR" redefined [enabled by default]

In file included from c:\mingw\bin\../lib/gcc/mingw32/4.7.0/../../../../include/windows.h:52:0,
          from C:\upp\bazaar\OCE\oce\inc/Standard_ThreadId.hxx:29,
          from C:\upp\bazaar\OCE\oce\inc/Standard_ErrorHandler.hxx:32,
          from C:\upp\bazaar\OCE\oce\src\Resource\Resource_Manager.cxx:30:
c:\mingw\bin\../lib/gcc/mingw32/4.7.0/../../../../include/wingdi.h:313:0: note: this is the location of the previous definition

C:\upp\bazaar\OCE\oce\src\OSD\OSD_Process.cxx: In member function 'OSD_Path OSD_Process::CurrentDirectory()':

C:\upp\bazaar\OCE\oce\src\OSD\OSD_Process.cxx:405:65: warning: NULL used in arithmetic [-Wpointer-arith]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_signal_WNT.cxx:226:1: warning: deprecated conversion from string constant to '_TCHAR* {aka char*}' [-Wwrite-strings]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_signal_WNT.cxx:226:1: warning: deprecated conversion from string constant to '_TCHAR* {aka char*}' [-Wwrite-strings]

C:\upp\bazaar\OCE\oce\src\OSD\OSD_signal_WNT.cxx:226:1: warning: deprecated conversion from string constant to '_TCHAR* {aka char*}' [-Wwrite-strings]

In file included from C:\upp\bazaar\OCE\oce\src\Standard\Standard_CString.cxx:52:0:

C:\upp\bazaar\OCE\oce\inc/Standard_String.hxx:38:40: warning: 'MaskEndIntegerString' initialized and declared 'extern' [enabled by default]

OpenGl_Polygon.cxx

InterfaceGraphic_cPrintf.cxx

MFT_FontManager.cxx

Graphic2d_GraphicObject.cxx

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx: In function 'int cPrintf(const char*, ...)':

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx:56:5: warning: 'int cPrintf(const char*, ...)' redeclared without dllimport attribute: previous dllimport ignored [-Wattributes]

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx: In function 'int fcPrintf(int, const char*, ...)':

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx:85:5: warning: 'int fcPrintf(int, const char*, ...)' redeclared without dllimport attribute: previous dllimport ignored [-Wattributes]

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx: In function 'char* GetEnv(const char*)':

C:\upp\bazaar\OCE\oce\src\InterfaceGraphic\InterfaceGraphic_cPrintf.cxx:114:7: warning: 'char* GetEnv(const char*)' redeclared without dllimport attribute: previous dllimport ignored [-Wattributes]

FWOSDriver_Driver.cxx

C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_Display.cxx:45:36: warning: deprecated conversion from string constant to 'char*' [-Wwrite-strings]

C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_Polygon.cxx: In destructor 'virtual

OpenGl_Polygon::~OpenGl_Polygon()':
C:\upp\bazaar\OCE\oce\src\OpenGl\OpenGl_Polygon.cxx:569:57: warning: deleting 'void* const' is undefined [enabled by default]
C:\upp\bazaar\OCE\oce\src\FWOSDriver\FWOSDriver_Driver.cxx: In member function 'virtual TCollection_ExtendedString FWOSDriver_Driver::DefaultFolder()':
C:\upp\bazaar\OCE\oce\src\FWOSDriver\FWOSDriver_Driver.cxx:175:23: warning: NULL used in arithmetic [-Wpointer-arith]
C:\upp\bazaar\OCE\oce\src\Graphic2d\Graphic2d_GraphicObject.cxx:45:0: warning: "MAX_PRIORITY" redefined [enabled by default]
In file included from c:\mingw\bin\..\lib/gcc/mingw32/4.7.0/../../../../include/windows.h:87:0,
          from C:\upp\bazaar\OCE\oce\inc/Standard_ThreadId.hxx:29,
          from C:\upp\bazaar\OCE\oce\inc/Standard_ErrorHandler.hxx:32,
          from C:\upp\bazaar\OCE\oce\src\Graphic2d\Graphic2d_GraphicObject.cxx:41:
c:\mingw\bin\..\lib/gcc/mingw32/4.7.0/../../../../include/winspool.h:208:0: note: this is the location of the previous definition
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx: In function 'void* mmap(off_t, int, int)':
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx:339:60: warning: deprecated conversion from string constant to 'char*' [-Wwrite-strings]
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx:343:61: warning: deprecated conversion from string constant to 'char*' [-Wwrite-strings]
C:\upp\bazaar\OCE\oce\src\MFT\MFT_FontManager.cxx:352:58: warning: deprecated conversion from string constant to 'char*' [-Wwrite-strings]
OCE: 15 file(s) built in (0:11.51), 767 msecs / file, duration = 12340 msecs, parallelization 100%
Creating library...

There were errors. (0:12.44)

As far as I can see, there are no errors as such, and despite that, the library does not get rebuilt. Weird.

Hope this helps in any case.

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Thu, 29 Nov 2012 11:41:54 GMT
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hummm... the warnings are quite normal stuff, OCC needs to be cleaned more, but we're in the way.

What do you mean that library is not built ?
BTW... do you use a recent IDE, right ? I posted a patch some monthes ago, about command line lenght limit when running compiler and linker... this limit was making OCE build impossible, but now it's corrected.

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 12:14:32 GMT

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The library, despite what the quote from my last post seems to suggest, does not link properly. The files are all compiled AFAIK but the process stops there, it does not produce a valid .a file and it does not proceed to the compilation of the next module.

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Thu, 29 Nov 2012 12:44:04 GMT

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keltor wrote on Thu, 29 November 2012 13:14The library, despite what the quote from my last post seems to suggest, does not link properly. The files are all compiled AFAIK but the process stops there, it does not produce a valid .a file and it does not proceed to the compilation of the next module.

Please check your IDE version.... I had a similar problem some time ago and had to fix ide to be able to link large file lists.
If your ide's version is more than few monthes old, please update it with last svn and retest.

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 14:31:22 GMT

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Actually, my IDE is a few hours old... It's version 5592.

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 15:21:45 GMT

I am beginning to think that the culprit may be GCC itself. Since the compiling works fine, it must be the linking. Maybe there are too many files for the linker to process at one time?

Wasn't there an option to view the commands it executes while compiling? I forgot how it's done...

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Thu, 29 Nov 2012 15:34:47 GMT

in setup menu, select 'be verbose' checkbox.

But, are you really sure you are running an up to date ide ?
this one seems really the problem I had before the command line patch... it was too long for link command.
Now if cmdline is too long, it does it by a command file, so no more problems.

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 15:46:47 GMT

I'm positive it's new, I just installed it this morning to test for OCE. On the About box, it states that it's version 5592.

I checked the ar linker command. It's over 600 KB in length so I won't paste it here:

----- OCE (GUI USEMALLOC GCC WIN32) (2 / 13)
cd C:\upp\bazaar\OCE
Creating library...
ar -sr (...)
Exitcode:

There were errors. (1:15.53)

No exitcode apparently? Could that be the reason?

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

Posted by [mdelfede](#) on Thu, 29 Nov 2012 15:53:21 GMT
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ahhhh ! I guess that one is the problem... if you look on MSC command line you'll see :

cd c:\users\massimo\sources\upp-svn\bazaar\OCE
Creating library...
link /lib -nologo
@C:\Users\Massimo\AppData\Local\Temp\4EB3709D3C0500B6545D5EB637FEBD0C.tmp

I guess mingw uses another command for lib building, which is unaffected by my patch, so gets the whole (too long) commandline.

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by [keltor](#) on Thu, 29 Nov 2012 15:55:39 GMT
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Great! Now we're really getting somewhere! It was driving me nuts

I'll leave it in your capable hands then Or we can just use MSVC after all...

Thanks Massimo,

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by [mdelfede](#) on Thu, 29 Nov 2012 15:58:29 GMT
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keltor wrote on Thu, 29 November 2012 16:55

I'll leave it in your capable hands then
Kel

sigh... another IDE patch.
I'll take a look at it, but I don't have mingw setup handy, so you'll have to test it.

Max

---

p.s.: could you please test my UppCad in the meanwhile ? If you find a reproductible crash, please tell me... I'm fixing last bgs before extending it.
http://www.timberstruct.it/UppCad.exe

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 16:06:06 GMT
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Absolutely! I have already looked at it, but not yet in depth. So I'll be sure to do that. From what I have gathered so far, it looks very impressive.

And of course I'll be glad to test any patches regarding the OCE issue as well.

Keltor

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Thu, 29 Nov 2012 16:11:33 GMT
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Thank you... I'll keep updating the link above for few days; when it'll be a bit more usable, I'll setup the autoupdate server for it.

After last patch I didn't find any more crashes, but I'd like to have it stable before adding features... otherwise it will be more difficult to find bugs.
If you can, please play with more document at the same time, the difficult part was the multithreading stuff. You can copy the test drawing or, if you prefere, I can post more samples.

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 29 Nov 2012 17:25:02 GMT
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It would be nice, but certainly it's not essential, to have another .ucd file. In any case, I'll test the multithreading thoroughly between today and tomorrow.

So far, I can tell you something I have seen. Not a bug in itself, but something that can be a little odd to the end user. It seems that there are options that involve calling two consecutive

commands, e.g. Shade - Gouraud. A right-click seems to repeat the last command, so if one right-clicks after a two-step command, only the last line gets repeated (in this case, Gouraud), which results in an error. A minor thing, really, but just so you know.

I'll tell you any other, major or minor, issues that I find, especially when working with several files at the same time.

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Thu, 29 Nov 2012 22:36:57 GMT
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Hi Keltor,

please update your IDE with last svn and recheck... I've duplicated my patch of MSC builder to GCC one, now a command file is used if commandline length is > 8192 bytes, which is the limit for windows.

Ciao

Max

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Fri, 30 Nov 2012 08:22:32 GMT
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Ciao Max,

Creating library...
ar -sr "C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a"
@C:\Users\Keltor\AppData\Local\Temp\0A0002723654FF90249AAD0716804E0D.tmp
C:\MinGW\bin\ar.exe: creating C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a
C:\MinGW\bin\ar.exe: C:/upp/out/bazaar/OCE/MINGW.Gui.UsemallocDynamic.o: No such file or directory
C:\MinGW\bin\ar.exe -sr "C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a"
@C:\Users\Keltor\AppData\Local\Temp\0A0002723654FF90249AAD0716804E
 0D.tmp
Error executing C:\MinGW\bin\ar.exe -sr "C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a"
@C:\Users\Keltor\AppData\Local\Temp\0A0002723654FF
 90249AAD0716804E0D.tmp
Exitcode: 1

It seems to me that you are missing a slash at the end of the directory name, e.g.
MINGW.Gui.Usemalloc/Dynamic.o

Apart from that, I still had to change line 252 from file OpenGl_Context.cxx to read
Quote:return (void*)wglGetProcAddress (theFuncName);

Either that or add the GCC compiler option -fpermissive. Although to be fair, I didn't update the OCE source today, so I don't know for sure if that change is commited or not.

Almost there, in any case.

On to the UppCad report. The newest version is much more stable, it doesn't crash as often when multiple files are open. What I encountered, though, is that it got stuck when I tried to erase an object. Certainly going in the right direction, though. Keep up the good work!

Kel

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Fri, 30 Nov 2012 09:23:52 GMT
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uhmmm... I guess I have to install mingw
Well, this afternoon, maybe.
I just took the command line end part and put it on a command file, but maybe I missed something.

Max

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

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Mon, 03 Dec 2012 09:30:30 GMT

Retried OCETest with version 5609 and MinGW. The library gets built correctly (yay!). The linking of the OCETest executable itself, however, yields a few errors:

C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(OSD_File.o):OSD_File.cxx:(.text$_Z10_o
sd_printPcPKc+0x28): undefined reference to `OpenPri
 nterA@12'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(OSD_File.o):OSD_File.cxx:(.text$_Z10_o
sd_printPcPKc+0x64): undefined reference to `AddJobA
 @20'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(OSD_File.o):OSD_File.cxx:(.text$_Z10_o
sd_printPcPKc+0xb8): undefined reference to `GetJobA
 @24'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(OSD_File.o):OSD_File.cxx:(.text$_Z10_o
sd_printPcPKc+0xe4): undefined reference to `SetJobA
 @20'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(OSD_File.o):OSD_File.cxx:(.text$_Z10_o
sd_printPcPKc+0xf6): undefined reference to `ClosePr
 inter@4'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(OSD_File.o):OSD_File.cxx:(.text$_Z10_o
sd_printPcPKc+0x14d): undefined reference to `Schedu
 leJob@8'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(PlotMgt.o):PlotMgt.cxx:(.text$_ZN7PlotMg
t10DeviceListEv+0x150): undefined reference to `En
 umPrintersA@28'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(PlotMgt.o):PlotMgt.cxx:(.text$_ZN7PlotMg
t10DeviceListEv+0x1bd): undefined reference to `En
 umPrintersA@28'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(PlotMgt.o):PlotMgt.cxx:(.text$_ZN7PlotMg
t10DeviceListEv+0x27e): undefined reference to `En
 umPrintersA@28'
C:/upp/out/bazaar/OCE/MINGW.Gui.Usemalloc\OCE.a(PlotMgt.o):PlotMgt.cxx:(.text$_ZN7PlotMg
t10DeviceListEv+0x2eb): undefined reference to `En
 umPrintersA@28'
C:/upp/out/bazaar/OCE/WNT/MINGW.Gui.Usemalloc\WNT.a(WNT_DDriver.o):WNT_DDriver.cxx:
(.text$_ZN11WNT_DDriver10DeviceListEv+0x150): undefined
  reference to `EnumPrintersA@28'
C:/upp/out/bazaar/OCE/WNT/MINGW.Gui.Usemalloc\WNT.a(WNT_DDriver.o):WNT_DDriver.cxx:
(.text$_ZN11WNT_DDriver10DeviceListEv+0x1bd): more unde
 fined references to `EnumPrintersA@28' follow

Or perhaps I need to use different OCE source files?

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by mdelfede on Mon, 03 Dec 2012 09:35:14 GMT
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I don't know, I had same linking issue with mingw.
I'll test it deeply on next days with mingw, on OCE site they're testing many patches related to mingw.

Max

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

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!

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
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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

Subject: Re: Added OCE (OpenCascade Community Edition) 3d solid modeling kernel -- UPDATED to 0.10 version
Posted by keltor on Thu, 13 Dec 2012 07:39:15 GMT
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You're very welcome, Max, my pleasure, really. Sorry it took so long though, I have been really busy these days.

I am using MinGW GCC 4.6.2 32 bit. I have also tried with TGM-GCC 4.7.0 32 bit with similar results.