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