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