

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2019/3/13 12:57:00

URL:

@samo79

Quote:

As for the current version, well what we miss are the spelcheck library

You know for years we don't have sources of it, only if you already ask author and got them ? Try today, maybe you will be lucky.

Quote:

and the of course a fixed video support

Is there any 100% reproducible test-cases which show the problem without "sometime it crashes" or "in some sometime condition dunno when but from time to time" ?:))

@Petrol

Quote:

Is code need to be optimised to have an altivec version of odyssey or is it a thing that could be done during compilation?

General optimisation such as -O3 are already in odyssey, but for altivec based optimisation need altivec based code, and that usually mean 2 different binaries and it most of time make no sense, only with case of video decoding maybe, but then, instead of worry about altivec, its better to add some radeonHd decoding features in,

~~as altivec give a little, and today not all machines have it.~~

Quote:

A fix for the Odyssey media-player would be welcome ;)!

If you have some 100% reproducible test case, that will be a start.