

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : samo79

Date: : 2019/3/13 17:52:52

URL:

@kas1e

Quote:

only if you already ask author and got them ? Try today, maybe you will be lucky.

Ok, mail sent ... let's see if he reply ...

Quote:

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" ?:))

There are no special condition ... sometimes it crash while streaming an HTML5 video, sometimes not, but it also drain the whole system memory and this is pretty obvious when, for example, you are listening a radio streaming ... after a while the whole system hang because Odyssey will drain the whole memory ! .. so the more physical memory you have mounted in your system, more time you can listen a radio ...

Actually the only method is to close the browser and then reopen the page, doing this the memory will be freed and you can restart listening 😊)

As for the HTML5 video in general, as far as i remember Odyssey used Cybergraphics from MorphOS, so probably we are actually emulating it via Picasso96, that means we doesn't have overlay, and we poor users with old Radeon 9200 equiped system need to survive with that slooower video without fullscreen

Aniway, if you really need a testcase i vote for the radio first ... try to open a radio streaming source , for example one of these:

<http://www.radioindiretta.fm/radio-1.html>

Then, after pressed play, just check the memory consume in realtime