

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : samo79

Date: : 2019/3/13 20:48:25

URL:

@kas1e

Quote:

Not sure if i want to dig into that to waiting hours for just trigger the bug: is too much for me today.

It's not only because a casual bug that may happens from time to time, this issue indicate that the player is almost broken by design because it costantly eats memory ... in this condition streaming something for some time become an hell because you will never know how much time you left until you need to quit OWB (or restart your machine because it fucked up)

Quote:

Just to clarify: your problem is constant decreasing of memory when you use html5 mediaplayer be it audio or video+audio, right ?

Yes. for "audio only" this problem always happen ... 100% tested

Instead for "Audio + video" i don't know ... because in general i always open small videos for the reason you know, so i can be sure at 100% if we have the same memory decrease also with them ...