

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : LiveFort

Date: : 2019/4/6 18:51:08

URL:

@Petrol

I never use PThreads in my programs because, because lose some control of child process it creates, for example in mplayer.