

Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

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Date: : 2020/3/2 4:45:06

URL:

@Hans

Yes, as i wrote in [how\\_to\\_build 53.30](#) is must, as well as in my article on [os4coding.net](#) about installing adtool on cygwin that you need to fix SDK to download real 53.30 when build it.

But ! If you update to the latest 53.30 SDK only now, you should recopy again Odyssey's SDK on top of it, because Odyssey's SDK have fixed cybergraphics includes, which i do not know if was in SDK 53.30 (i reported it on hyperion's forum and point out on errors, but do not know if they fits to 53.30).