

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2020/3/19 15:26:37

URL:

@samo

I got this one randomly few times too. That function in which it crashes was private in ffmpeg and shouldn't be used at all (but was), and so in 2.2.16 it was removed and Frank add it on top of his port , so possible it may have some bug. Will ask Frank about, maybe he will see a bug just from crashlog. Sadly it can't be reproduced very easily (as usual with Odyssey) :)

edit: sended mail to Frank

@pvanni

Yeah, cool! Altivec made a difference then, was worth of :)