

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2020/3/21 16:42:30

URL:

@Ami603

Yeah, got the mail, trying to fix some typo errors and will report you back in a hour with results :)

@Capehill

Frank find out that there can be (and will be) some issues with avformat shared library by few reasons with which he will deal later, so in meantime i will link beta05 with old static version of avformat library. That will be no regression as it not use altivec based parts, so users will still have all the same speed as in beta04, just instead of avformat2.library will be used statically compiled in binary version.

I also add few changes from Piru about aniceralla in last few commits, maybe i bork something there (as i see your crash in free() which i touch in those last 2 commits). Maybe worth to just revert them back.

EDIT: fixed that issue you have from today's source.