

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: : 2020/3/22 16:19:00

URL:

@Raziel

You need to create topic called "Raziel's questions" and put all there :)

pthread with odyssey used not because of pthread-single, but because of some other 3d party libraries which use pthread. You can build odyssey and with -pthread=native, but it will make no sense, only binary will be bigger. Application is single threaded, so no point to use pthread=native.