

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2014/1/24 12:12:23

URL:

@afxgroup

Tried on one of objects (where -mlongcall make it works), and -Ttext=2000000 didn't help