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Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

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URL:

@kas1e

Well, I didn't use the longcall option without reason. The executable got too large at some point, and it couldn't be avoided without annoying hacks.

That being said, you're not forced to make it even 50 MB larger than required by linking the whole ffmpeg libraries. Just build the decoders/formats/parsers in the HTML5 specification, it will take less than 5MB then.

For instance, using the following options would be a good start:

```
--arch=powerpc --cpu=powerpc --enable-runtime-cpudetect --disable-indevs --disable-protocols
--enable-protocol=file --disable-network --disable-encoders --disable-decoders --disable-hwaccels
--disable-muxers --disable-demuxers --disable-parsers --disable-bsfs --disable-devices --disable-filters
--enable-decoder=aac --enable-decoder=aac_latm --enable-decoder=h264 --enable-decoder=mp3
--enable-decoder=theora --enable-decoder=vorbis --enable-demuxer=aac --enable-demuxer=aac_latm
--enable-parser=aac --enable-parser=aac_latm --enable-demuxer=mp3 --enable-demuxer=mov
--enable-demuxer=ogg --enable-parser=mpegaudio --enable-bsf=h264_mp4toannexb --enable-decoder=pcm
--enable-decoder=wav --enable-demuxer=flv --enable-decoder=flv --enable-decoder=h263
--enable-decoder=vp8 --enable-demuxer=vp8 --enable-parser=vp8 --enable-decoder=vp9
--enable-demuxer=vp9 --enable-parser=vp9 --enable-bsf=aac_adtstoasc --enable-decoder=mpeg4
--enable-parser=mpeg4video --enable-demuxer=matroska)
```

Oh, and by the way, you probably won't even notice a difference between using longcall or not in an application like Odyssey. I didn't see any in benchmarks, at least.