

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

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URL:

@kas1e

Is it necessary to do that when I strip my binaries? As for the ffmpeg libraries, any binaries linked against it can also be stripped. Most of the time libraries can be stripped after the fact too (there are some cases where "strip" has problems doing this to libraries). Isn't it better that they're not stripped? Odyssey can be a special case.

I can't remember if ffmpeg & libs are compiled with -g by default or not, but I'd rather not change anything.

If --disable-debug does more than remove "-g", than I understand that it can bring the file size down more so than "strip" can, but if you're building the libraries yourself then you can do that. I think it serves a purpose leaving it how it is, with Odyssey being a rare exception.