Subject: Scherzo beta 1.31
Posted by Mike Audet on Sun, 07 Dec 2008 03:40:06 GMT

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Content-Type: text/plain
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Someone said that "We've seen the enemy, and he is us."

I'm pretty sure I found the cause of the buffer allocation errors. When
I was working on the PSCL, I increased some buffers as part of my trying
to figure out why the app was locking up on a multi cpu machine. I increased
them a lot and never turned them back down. Sorry. :(

I recompiled the PSCL with the original buffer settings, which I think will
solve this once and for all.

Thanks everyone who tests these betas. I'm running the latest builds right
now, and all seems well.

Cheers!

Mike

---=_linux493b3786
Content-Type: application/octet-stream; name="parisMulticoreBeta1.31.zip"
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename="parisMulticoreBeta1.31.zip"

<SNIP>

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