

---

Subject: Scherzo beta 1.31

Posted by [Mike Audet](#) on Sun, 07 Dec 2008 03:40:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

---=\_linux493b3786

Content-Type: text/plain

Content-Transfer-Encoding: 7bit

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>

---=\_linux493b3786--

---