
Subject: Re: Simple way to develop 2D Game
Posted by [Didier](#) on Sun, 22 Sep 2019 12:48:13 GMT
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I just downloaded and compiled JetStory on my Linux and had a success ... after having to tweek my config.

The compilation of JetStory package uses a lot of RAM (I have only 4Gb) and with no multi-threading (only one hydra thread) it almost uses 4Gb of SWAP to compile (which means it needs at least 8Gb of RAM to compile)

What in the code makes the compiler need so much RAM ? the JetStory package isn't so big even with all the images (37Mb).

The same happens with GCC and CLANG

The game works fine on my (now) old computer
