**09/09 Debug WallGener**

* Crash first compilation  
  ‘for’ loop initial declarations are only allowed in C99 mode  
  > OPT = -g -std=gnu99
* Build Ok. Run Ok  
  1. Recup done  
  2. Several scan running: maybe one per item  
  3. Is it possible to increase the number of threads ?
* Generation Fast (I was running on Gruffalo)
* Video generation on LabDupuy