
Subject: Re: New scripts 4.2 test build is now available
Posted by [Jerad2142](#) on Mon, 12 Jan 2015 18:33:18 GMT
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dblaney1 wrote on Thu, 08 January 2015 19:53 Not really. Happens on even the simplest of maps (small dm maps). Even happened on Islands. I haven't had any real framerate issues with 4.2.

Also noticed the link for the tools download is wrong. It just links to the ssgm download above it. Well let us know if your using Miles Fast 2D Positional Audio, One of the EAX ones, or one of the other 3D audio choices.
