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Subject: Re: New scripts 4.2 test build is now available

Posted by [dblaney1](#) on Fri, 16 Jan 2015 17:37:25 GMT

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Yeah. It definitely seems to be related to when the sound goes off the max draw distance.

I don't have access to the source code so I can't really determine much else. Wish I could get access. I am pretty good at tracking things like this down. I contribute to other large projects like aosp with code that is in 4.1, 4.2, 4.3, 4.4, and 5.0. Still get notifications whenever a new version comes out that my code was merged again. I also have been featured on the xda-developer front page 3 times.

I also have some scripts that would be useful for mappers and server owners. I try not to duplicate any of the scripts that already exist. No need to increase the compile time for duplicate scripts.

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