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

Posted by [dblaney1](#) on Fri, 09 Jan 2015 02:53:18 GMT

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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.

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