Modifications source code AgOpenGPS Tree 4.3.10
(1/12/20)

Ctrees.cs

l7

```
using system.media
```

l117

```csharp
        public double distancetoTreeprec = 0;    // distance to Tree actual
        public double distancetoTreeact = 0;      // distance to Tree previous
        int comptring = 0;                        // counter to not repeat ring
```

l369

```csharp
public int GetClosestTreePt(double _easting, double _northing, List<CTreePt> _ptList,
SoundPlayer sndTreeRing, CModuleComm mc)
```

// add Soundplayer sndTreeRing and CModuleComm mc in
GetClosestTreePt

l372

```csharp
mc.autoSteerData[mc.sd8] = 0; //  initialise mc.sd8 in GetClosestTreePt
```

l401

```csharp
distancetoTreeact = closeDistance; // take distance to tree
```

l409

```csharp
                if (distancetoTreeact <= distancetoTreeprec && distancetoTreeact <=
0.34 && distancetoTreeact >= 0.14)
                {
                    comptring++; // increase comptring if distancetotree decrease and
are between 34cm and 14cm

                }


                if ( closeDistance <= 0.14 &&  comptring > 1)
                   {
                      sndTreeRing.Play();
                   mc.autoSteerData[mc.sd8] = 1;

                   comptring = 0; // if distance to tree is less than 14cm and
```

comptring more than 1, star function sndTreeRing.Play et put mc.sd8 to 1
reset comptring to make one ring

```
                }
                 distancetoTreeprec = distancetoTreeact; // actual distance is now
previous distance


                }
```

FormGPS.cs

l252

```
using Soundplayer sndTreeRing  // initialise sndTreeRing function
```

l511

```
            string directoryName1 =
Path.GetDirectoryName(Assembly.GetEntryAssembly().Location);
            string wave1 = Path.Combine(directoryName1, "Dependencies\\Audio",
"clearly.wav");
            if (File.Exists(wave1))
            {
                sndTreeRing = new SoundPlayer(wave1);

            }
            else
            {
                sndTreeRing = new SoundPlayer(Properties.Resources.bip);

            }
//Initialise sndTreeRing and position of this sound
```

OpenGl.Designer.cs

l382

```
Tree.ptList[Tree.GetClosestTreePt(toolPos.easting, toolPos.northing, Tree.ptList,
sndTreeRing, mc)].isclose = true;

// add sndTreeRing and mc in the getClosestTreePt function


The sound clearly.wav is placed in AgOpenGPS\\Dependencies\\Audio
```