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Subject: Re: Is it possible to send player tag updates to select players

Posted by [iRANian](#) on Sat, 08 Sep 2012 21:19:30 GMT

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You should modify this for-loop from:

```
for (int i = 0; i < SpectatingPlayers.Count(); i++)
```

To:

```
for (int i = 0, e = SpectatingPlayers.Count(); i < e; i++)
```

The latter is more efficient, the `::Count()` function gets called for every iteration of the loop. This is the reason why this is done in the clang compiler source code.

Also you should use `GetTickCount64()`, it's a more efficient (the engine uses `GetTickCount()` in a few places, but that one rolls around every 45 days or so, `GetTickCount64()` rolls around every 5 million years).

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