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Subject: Re: hooking reload

Posted by [Jerad2142](#) on Fri, 28 Sep 2012 12:52:57 GMT

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It's not a bad way by any means (yeah it would be if we had hooks but we don't), you'd have to be on a really shitty server before a timer with a delay of 0.1 looping though 127 playerIDs (1 - 127) ever has any real impact.

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