

---

Subject: Re: [SSGM Plugin] CheckPlayerName  
Posted by [Ethenal](#) on Fri, 15 Aug 2014 13:52:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Now keep in mind that iran gives great programming advice, however the more intensive "speed tricks" aren't going to give you the slightest noticeable performance on current hardware with a game written 12 years ago - you gotta balance your extra work vs. performance

P.S. but that's not an excuse to leak memory!

---