iRANian wrote on Thu, 14 August 2014 01:26Instead of using Console_Input PAMSG you can use Send_Client_Text. It uses less resources on the server.
You must have some really shitty servers if your concerned about something that happens ~50 times in a half hour period (less than ~50 because it would only happen on bad player names, and in all honesty I sort of feel like ~50 joins in 30 minutes still seems like a lot).