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Subject: Re: [SSGM Plugin] InvalidChars  
Posted by [Jerad2142](#) on Fri, 15 Aug 2014 19:52:13 GMT  
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iRANian wrote on Thu, 14 August 2014 01:26 Instead 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).

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