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Subject: Re: [SSGM Plugin] CheckPlayerName  
Posted by [Ethenal](#) on Sat, 16 Aug 2014 13:23:17 GMT  
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iRANian wrote on Fri, 15 August 2014 10:11 They're useful tips for future use, if you apply them now you'll internalize thinking that way. The use of a boolean array for every possible ASCII value (i.e. array of 256 bools) to check if a character is invalid also looks simpler and cleaner. I agree with that, but the Send\_Client\_Text thing is absolutely pointless in my opinion. You could just make a wrapper function to take care of all of that, but like I said, I don't see why you should use a 5 argument function to do something that can be done much more easily for "performance" reasons.

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