
Subject: Re: [SSGM Plugin] InvalidChars
Posted by [Neijwiert](#) on Thu, 14 Aug 2014 12:18:44 GMT
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iRANian wrote on Thu, 14 August 2014 00:26 Instead of using Console_Input PAMSG you can use Send_Client_Text. It uses less resources on the server.

If you don't know how to do that:

```
Send_Client_Text(L"insert bullshit here", TEXT_MESSAGE_PRIVATE, true, -1, ClientReceiverID, true, true);
```

Not tested but it should look like that sort of.

Also when you use a certain function that iterates over a list ('Find_Player') then I advise you to store that result in a variable. Since you use it like a few times in a row on the same ID in the same function. It gets rid of unnecessary iterations.
