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Subject: Re: [SSGM Plugin] CheckPlayerName  
Posted by [iRANian](#) on Fri, 15 Aug 2014 15:11:50 GMT  
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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.

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