Subject: Re: [SSGM Plugin] CheckPlayerName
Posted by Jerad2142 on Sat, 16 Aug 2014 19:33:21 GMT
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iRANian wrote on Sat, 16 August 2014 09:30Using console input is a lot slower and you can even notice a small FPS drop when it's used.
Definitely depends on how old the hardware is then; because I was using it to debug brake lights in 4.2, so it was firing off a couple thousand Console_Inputs second and that was with the string being stuck together with sprint each time.