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Subject: maybe?

Posted by [Majiin Vegeta](#) on Sun, 25 Jan 2004 01:29:09 GMT

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maybe this can be added to a build..

i notice on n00bsvr01 that when somebody joins.. the SFPS drops then shows the Recs/join message of the player and SFPS is fine again.. i'm guessing this is due to the size of the files it has to read?

if so.. is it possible to make it delete players who have not played on the server in over a set time.. like 2 weeks.. to keep a file small  
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