Thanks for the suggestion, I didn't think about using facing. I appreciate the feedback, three issues with them though:

1. Ssometimes when you alt+tab out, you keep rotating.

2. The size of the AFK detection message sent to IRC/written to Renlog, when score and positioned haven't changed and the guy is standing near a building, the message already is quite big imo.

3. I'm not sure if it's effective at all, when walking while alt+tabbed isn't an issue, when someone is standing still for 5-10 minutes it's likely he's AFK (especially if you get another AFK message for the guy during the next check). It's reasonable that someone is AFK repairing if their position doesn't change but their score does and they're located near the same building every check.

I'm not using ammo count, however the engine keeps a count of shots fired, I could keep track of that info (and the facing) too, I'll have to refactor the AFK detection messages output to be more concise, any suggestions? I'm also thinking about checking if a player's credits have decreased if their score hasn't. Anything else that would be wise to check?

For the AFK detection messages, what about (with all of these being optional):

[AFK] PLAYER's score(X, count: X) position(count: X, near BUILDING) shots fired(count: X) facing(count X) credits decreased(count X) changed.