
Subject: Re: [SSGM+BRenBot Plugin] AFK Detector
Posted by [liquidv2](#) on Wed, 24 Aug 2011 18:36:18 GMT

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i think 5 minutes would make sense

after that it should pm them if they haven't done one of the following:

- made a purchase or refilled at a terminal
- entered or exited a vehicle
- gained any points (at least 1)
- spoken in F2 or F3 or done a radio command

though sometimes sbh lurk around in enemy bases for like 20 minutes at a time with nothing happening so maybe it should detect whether or not a player has moved on their own (if that's possible)

because they could be afk in someone's vehicle and it wouldn't know the difference, or similarly they could also get bumped around by teammates

i just don't know how it works or if any of those things are possible; pardon my lack of knowing anything about coding or ren's inner workings
