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Subject: Re: [SSGM+BRenBot Plugin] AFK Detector  
Posted by [Jerad2142](#) on Thu, 28 Jul 2011 18:19:31 GMT

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Check facing as well as position, also keep in mind if you alt tab you can keep moving without actually being in game. So maybe you should use a combination of seeing if they are moving and turning (comparisons between old facing and new, if they matched it'd return true); if position and facing remain constant with each other those remain constant (true && true || false && false || false && true || true && false) for an extended period of time they are afk. (By combining facing and moving you can figure out if they alt tabbed out pushing 'W' and 'A' or something while in a vehicle).

Also score and ammo count are probably bad ideas to decide AFK on beings they could alt tab while repairing a PT or something... But then, they could be in game repairing a PT and get counted for AFK...

Damn it, shame renegade keeps sending the key press held message when you alt tab, otherwise AFK would be as simple as checking for key presses.

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