
Subject: Re: [SSGM+BRenBot Plugin] AFK Detector
Posted by [iRANian](#) on Fri, 29 Jul 2011 19:11:29 GMT

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Yeah that's an issue with the threshold logic. The script gets destroyed and created again after you die so the timer for it should also get reset when that happens, though.

I could play around with the logic so it doesn't give score messages or disables the threshold if PP/Ref are destroyed.
