iRANian wrote on Thu, 28 July 2011 13:44Thanks 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.

Thats why I made a suggestion to make comparisions between facing and moving seperately:
IsTurning = false;
IsMoving = false;
if (abs(OldFacing - NewFacing) > 0.1)
    IsTurning = True;
if (distancecheck)
    IsMoving = true;

if (IsTurning == OldIsTurning && IsMoving == OldIsMoving)
    increase the timer until you star marking them as afk.
else
    reset the timer.

Because when you alt tab you keep doing what you were doing when you alt tabbed.

If you were rotating and turning, you keep doing that.
If you were going straight you keep doing that.
If you were just spinning in circles you keep doing that.
And if you were standing still you keep doing that.

That pseudo code checks out for all of that pretty much.

By checking facing you make sure snipers don't get counted as afk... or further reduce the chance anyways.

As for the other possibilities, can't help you out, ammo count obviously doesn't work on repair guns, otherwise you could further combine that in like I did with movement and rotation.