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Subject: [SSGM 4.0 Plugin] AFK\_Detector  
Posted by [Xpert](#) on Sat, 07 Jul 2012 12:42:35 GMT  
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The original plugin was made by iRan -  
<http://www.renegadeforums.com/index.php?t=msg&th=38021&start=0&rid=2> 0487

This is a port over into 4.0 of the original plugin.

Quote:

### Created by Xpert from Atomix  
### irc.ax-games.net  
### www.ax-games.net

### ### CREDITS

Thanks to iRan for the original code and concept for SSGM 2.0.2  
Thanks to reborn for the original code of Find\_Closest\_Building in SSGM 2.0.2

### ### DESCRIPTION ###

This plugin will detect when players go AFK ingame. It will output through the SSGM log messages with the prefix \_ALERT. The plugin doesn't do anything when there's only one player in-game. There's an option to disable checking score if Power Plant and/or Refinery is down, and an option to PM a player if he's marked AFK but it won't do any kicking.

The plugin marks a player AFK during a check when first:

- He hasn't gained points (with the threshold logic taken in account and the option to disable checking points when PP/Ref is destroyed).
- When his position hasn't changed within a small renefeet threshold.
- If his facing hasn't changed.

And if he doesn't do any of the following:

- When he hasn't fired any shots.
- Doesn't speak.
- Doesn't enter or exit a vehicle.
- Doesn't purchase anything.

### ### CHANGELOG ###

V1 - Release

V2 - Fixed issue with closest building not showing in messages

### ### Installation ###

Place this in the ssgm.ini plugins list of course. Below is what should be in your SSGM.ini for the

AFK\_Detector settings.

[AFK\_Detector]

; AFK\_Time=  
;  
; Time to wait before checking again whether someone is AFK.

AFK\_Time=300

; AFK\_Score=  
;  
; Minimum score needed to not be checked for being AFK.

AFK\_Score=100

; AFK\_PM=  
;  
; Whether or not to page the player for being AFK.

AFK\_PM=true

; AFK\_DeadPP=  
;  
; Check for point changes when the Power Plant is dead.

AFK\_DeadPP=true

; AFK\_DeadREF=  
;  
; Check for point changes when the Tiberium Refinery is dead.

AFK\_DeadREF=true

; AFK\_Message=  
;  
; Message to send the AFK player if AFK\_PM is set to true.

AFK\_Message=You have been automatically marked as AFK. Please start playing or type something to be unmarked.

## File Attachments

1) [SSGM4.0\\_AFKDetector\\_Plugin\\_v2.rar](#), downloaded 230 times

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Subject: Re: [SSGM 4.0 Plugin] AFK\_Detector Plugin  
Posted by [YesNoMayb](#) on Sat, 07 Jul 2012 16:24:55 GMT  
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This would work well for marathon. Thanks for your hard work Xpert and Iran.

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Subject: Re: [SSGM 4.0 Plugin] AFK\_Detector  
Posted by [Xpert](#) on Mon, 09 Jul 2012 13:44:45 GMT  
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Updated with Version 2.

Fixed issue with closest building not showing in messages.

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