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] ; 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 172 times

AFK_Detector settings.

Subject: Re: [SSGM 4.0 Plugn] 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.

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.