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 235 times

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.

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.