@Zunnie

Nice post @Fanmaps forum, though it looks like you have done it with C+P and only marked the different entries with color

BTT, you wrote that the AFK kick (serversided) has 2 be turned off in your Reference File...WHY? It works fine as it should be and is preventing from Campers.

AFK Autowarning and AFKkick should be turned on on every Server, I experienced it by myself on....don´t remember which it was, but 1 of the following Servers in WOL US= Stormhosting 1 (Marathon), XPhaze marathon or Black-Cell.net Marathon....Map was islands, I was havoc and camped on the Platform above the tunnel entrances. I didnt move, just shoot enemies in the middle field out there and after a bit I was paged that I should move away from this Point otherwise I would be kicked. I didnt shot into NODs base, so it must be the AFK function and it worked fine.

Like you wrote in your Post, B2B is always on, set AFKkick enabled -it keeps players in motion!