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This plugin is an AFK detector for SSGM, with a plugin for BRenBot (although other bots using renlog can be made to support it). It checks whether someone is AFK via both their score and their position. Inside afk_detection.ini you can configure the waiting time (interval) before a new AFK check and the amount of score that needs to be gained in between check intervals for a player not to be marked as AFK (this is the 'score_threshold' setting).

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.

The plugin outputs the following at most to renlog (the BRenBot plugin relays this to the admin channel), this is what's shown when EVERYTHING hasn't changed:

[AFK] PLAYER's score(X, count: X) position(count: X, near BUILDING) shots fired with infantry(count: X) facing(count X) hasn't changed.

Another example:

[AFK] PLAYER's position(count: X, near Power Plant) score (X, count: X) facing(count: X) shots fired(count: X) hasn't changed.

Where 'PLAYER' is a player name, 'count' is the count of consecutive times that score or position haven't changed (this means they get reset if position/score change appropriately). 'BUILDING' is the name or acronym of the building they're closest too, if it's the same team as the player. And where 'X' is a number.

Installation:

1. Edit afk_detector.ini to your liking.
2. Place afk_detector.ini and afk_detector.dll inside your FDS folder (where SSGM is located in).
3. Edit SSGM.ini and add an entry for 'afk_detector' under the [Plugins] section of that file.

Optionally, to add BRenBot support:

4. Place afk_detector.xml and afk_detector.pm inside the BRenBot\plugins folder.

Credits:

Reborn (the guy) - The 'closest building to player' logic is taken from his commander plugin.
(gen)Blacky - Based the BRenBot plugin on something similar he made.
zunnie - Helped me find a scripts.dll function I needed.

File Attachments
1) AFK Detector SSGM Plugin v2.0.zip, downloaded 218 times