
Subject: Re: [SSGM+BRenBot Plugin] AFK Detector
Posted by [iRANian](#) on Wed, 10 Aug 2011 21:35:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Getting the amount of shots fired does work for Repair Guns, it's something the engine itself keeps (it's the 'ShotsFired' int member of cPlayer), and I checked if it counts firing the Repair Guns with that, and it does.

I'm gonna release a new version of this script once I'm finished with my server-side map fixes pack.
