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Subject: Re: [SSGM+BRenBot Plugin] AFK Detector  
Posted by [Jerad2142](#) on Thu, 11 Aug 2011 04:29:22 GMT  
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Well if it works in multiplayer and on weapons that don't require (or a bullet cost, but I think rep gun has a bullet cost of one so that should be good) a bullet count change then great, but regardless that still doesn't offer much protection against people repairing the hand of nod on Field when it's getting MLRS'd or whatever.

Reguardless, good luck.

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