Idle Players Are No Longer Disconnected

> [Completed] This change is live on Secura Horizon and Secura Origins since v1.12.0. See [v1.12.0 Live Update](/link/205).

What's New

Connected players are no longer disconnected for being idle. If you step away from the keyboard, your character stays logged in.

- Before: a player who sent no movement or commands for 5 minutes could be dropped with the reason "Idle Connection" once the client reported no keyboard or mouse input for 15 minutes.
- Now: the client's regular keep-alive counts as activity, so a connected client is not dropped for being idle.
- A client that has truly stopped responding (sending nothing at all) is still cleaned up after about 5 minutes, so dead connections do not pile up.

What You Might Notice

Two fairness rules came with this change, so a character left unattended does not keep earning rewards.

Activity	Rule
Entertainers	Performance XP is granted only while the performer is actively at the keyboard (giving input). Audience and band bonuses count only active players. Music and dance keep playing, and buffs and healing are unchanged. Flourishes done while away do not count.
Ground quests with a wait timer	The step completes when the timer has run out and the player is active. If you were away, it completes within about 45 seconds of your return.

"Active" means the game client has seen keyboard or mouse input in the last 15 minutes. The `/afk` flag is not what is checked.

FAQ

I left my entertainer dancing and got no XP. Is that a bug? No. By design, performance XP is only earned while you are active. The performance itself, and any buffs or healing it gives, continue as before.

My quest timer did not finish while I was away. The wait step completes once the timer has run out and you are active again. Expect it within about 45 seconds of your return.

Is this on Live? Yes, since v1.12.0, on both Live clusters.

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