

Installation:

- extract all contents into a folder

Starting Instructions

- Double-click AntilogoffScript.ps1 or the .exe file to start the tool.
- An icon will appear in your system tray (bottom-right corner)
- Right-click the tray icon to access the following options:
 - Debug Console helps understand what the tool does
 - Monitor enable the tool
 - Suspend temporarily disable the tool
 - Keystroke <KEY> change key simulation
 - Settings access options
 - Exit Close the tool

Icon/Status



Script active, StarCitizen not running



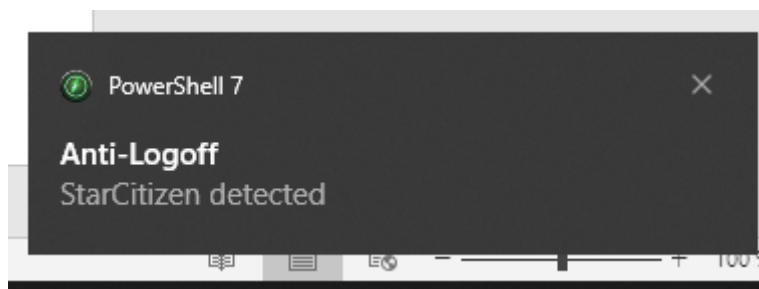
Script active, StarCitizen detected



Script is inactive / monitoring disabled

Notifications

Windows notifications are used to inform you of the current status.



How to Cancel a Keystroke Simulation

- While the countdown is active, press <ESC> to abort the key simulation.
- The tool will return to the next monitoring phase.

How It Works?

- The script first checks whether StarCitizen is running.
 - If not, it enters sleep mode until the game is launched.
 - A notification will be shown if the game is not detected.
- Once StarCitizen is detected, the tool monitors for multiple inputs, like:
 - Keyboard and Mouse
 - Joysticks, Gamepads, Racing Wheels
- It checks if StarCitizen has focus when input occurs, over a given time frame.
- As long as StarCitizen receives input, the monitoring loop continues.
- This tool includes some basic measures to reduce the likelihood of detection by anti-idle systems

Note: Throttles, Pedals, TrackIR, Steam Deck, and other input devices may not be detected.

Anti-Logoff Procedure

When no input is detected:

- The script checks if StarCitizen is in focus.
- If not, it saves the currently focused window.
- A 5-second countdown is played (with audio/TTS).
- At countdown end:
 - Focus is set to StarCitizen.
 - The tool simulates a chat toggle by pressing F12 twice.
 - A beep sound accompanies each toggle.
- The original focused window is restored (if applicable).

Changing the Key to be simulated

- Start the tool.
- Right-click the tray icon.
- Select "Keystroke <KEY>".
- Press your desired key.
- Confirm with "OK".

Settings

- in the settings.cfg you can toggle audio or visuals on/off
- by default all notifications and sounds are enabled

Parameter	Values	Description
DisableWarningMessage	0/1	Disables the countdown audio, before taking action (Default: 0)
DisableCountdownNotification	0/1	Disables the countdown notification, before taking action (Default: 1)
DisableSounds	0/1	Disables the beep sound if a keypress is simulated (Default: 0)
DisableNotifications	0/1	Disabled windows sidebar notifications (Default: 0)
MonitoringDurationForKeypresses	0-9999	Duration in seconds until antilogoff procedure starts (Default: 150)
ActiveOnStartup	0/1	Starts in active or inactive mode (Default: 1)
hotkey	0x7B	Hex of Keypress that is simulated (Default: F12)
ShowDebugWindow	0/1	Helps understanding how the tool works (Default: 1)

- A monitoring duration of less than 5 minutes is recommended.
 - Logoff due to inactivity typically occurs after approximately 15 minutes.
 - If the last keystroke occurs at the start of a monitoring cycle, it can take two full cycles before the anti-logoff mechanism activates.
- Do not provide any input while the anti-logoff procedure is active.
 - Use the countdown notification or countdown audio as a guide.
 - This lets you know when the action will occur or if you want to prevent it (by pressing the ESC key)

Disclaimer

- The source code is available in the AntilogoffScript.ps1 file.
- This tool runs locally only.
- It does not:
 - collect or transmit any personal data or gameplay behavior
 - record any user actions.
 - communicate with any external services or servers
- A log file may be created only for debugging purposes (locally).
- This tool is provided as-is, without warranty of any kind. Use at your own discretion.
- The primary goal of this tool is not to prevent you from being kicked due to inactivity, but rather to help you stay active and available while waiting for in-game events to begin.
- This is especially useful for events like the Daymar Rally, where you might need to prepare in advance and then wait several hours before the race or activity starts. The tool ensures that you're ready and active when the time comes—without needing to monitor the game constantly.
- Additionally, the tool can be used for timelapse observation of in-game environmental changes, such as:
 - Horizon shifts
 - Dynamic lighting or weather changes
 - Day/night cycles
 - Visual development of in-game areas over time
- Please use this tool responsibly. Avoid occupying server slots unnecessarily or contributing to server load if you're truly inactive. The goal is to enhance preparedness—not to block resources for other players.