Subject: Re: [SSGM Plugin] RenGooey
Posted by jnz on Sun, 08 Feb 2009 15:55:32 GMT
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zunnie wrote on Sun, 08 February 2009 15:45Very nice work but i agree with the last poster.

Private Messages should be -well- private...
No one else, not even the host should be able to read them.

It's nice to have a quick cyber while playing renegade.