
Subject: Re: [SSGM Plugin] RenGooley
Posted by [CarrierII](#) on Mon, 09 Feb 2009 19:22:33 GMT
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Caveman wrote on Mon, 09 February 2009 18:59 Well then that servers clearly needs to tell you upon joining that your messages can/will be logged and read.

This I agree with. It's quite possible to get derailed into a social conversation, or even pass sensitive information, in an ingame PM to another player.

I wouldn't be happy with my PMs being logged by the server.

By the people I send it to? Sure...
