

---

Subject: Re: [SSGM Plugin] RenGooley  
Posted by [jnz](#) on Mon, 09 Feb 2009 20:40:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Caveman wrote on Mon, 09 February 2009 20:01insert\_name\_here wrote on Mon, 09 February 2009 19:50Caveman wrote on Mon, 09 February 2009 19:47Having the server log your serial hash and your IP address is not of any importance. What can you do with my hash and ip thats gonna worry me? I'd quite happily tell anyone my IP address and hash. However having it log potential sensitive info without me knowing is something entirely different. If I know the server is gonna read my PMs i'll make sure not to say something that I dont want anyone knowing. Its pretty logical, no? Have some common courtesy.

You're using their server for free with them having to pay a bunch for it.

You don't have the rights you might think you have.

So with that logic you would agree that its ok for Microsoft to read our MSN conversations, the server owner on IRC to read your PMs, for parents to listen in on theres childs phone call.. etc... Just before you dont pay for it.

If any of the above said that it would be logged/read you can bet your ass that I wouldn't use that service. I for one like my privacy.

Sure, if microsoft wanted to listen in on my MSN conversations they can knock themselves out. I have nothing to hide. Same for IRC conversations. It only takes more resources on their side, and if they were doing it then I know it's only with good intentions. This is the same for renegade, if someone is getting harassed in PM then not only can we prove it but we can ban on the spot without the player having to report it.

About the phone, if was even possible. If I wanted to talk to someone and keep it private from my parents, I would use either: another service, or another form of communication. As I said before, I generally have nothing to hide so I probably wouldn't care.

Again, I repeat. You have no control what-so-ever over someone else's server. If you don't like it, go play somewhere else.

---