Subject: Re: The PM discussion from Rengooey - cleared
Posted by DeadX07 on Mon, 09 Feb 2009 23:52:09 GMT

If you pull out all the code for servers, so servers don't exist in Renegade, the private messaging system still does. I wouldn't say that reading private messages is up to the server owners, as the PM system is separate from a server.

Also, reading personal information at a job is a lot different than on a game. The client expects you to keep that information confidential and secure, and legal action can be taken if its not. In a game, this is not the case, so reading private messages is a larger issue.