Subject: Re: The PM discussion from Rengooey - cleared
Posted by futura83 on Fri, 24 Jul 2009 03:45:49 GMT
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R315r4z0r wrote on Fri, 24 July 2009 02:50It makes no difference if the message being sent contains private information or not. The fact of the matter is that it's called a private message. If someone else, other than the person you are sending it to, is able to read the message, regardless of what it says, it is no longer private.

Who are you tell someone what they can and can't say in a private message? If someone wants to talk to a personal friend, who also happens to be in game, about a private matter and share information they don't want others to see, then they have all the right to do that. It's a freaking game! Get over it.

A private message should not be allowed to be read, without permission, by anyone other than the sender and the receiver. I don't care if you're trying to catch a cheater, trying to nail an exploiter, or simply have a thing for spying on people. A private message is private unless it's made otherwise by either the sender or the receiver. Period. No ifs ands or buts about it.

I see both sides of this tbh.

I see what you mean, about how people should be able to send private messages to a friend, and have them private, but then, how private can a message be? I mean, it's not like you're going to give out information about where you live, or contact details etc, the most private thing you might give out (or well, the most private thing you'll say if you're smart) will not mean anything to anyone that could potentially read it.

Be honest now, how many of you actually use the private messaging system regularly, for more than just co-ordination or something else game related?

About the whole 'we can use it to stop cheaters' argument: I say that's invalid too. I mean, you aren't going to find a cheater that will just randomly message someone they've killed saying they're cheating and that's how they've killed them, most of the time it is likely the defeated got pissed and accused the killer of cheating, and, depending on the mood of the killer, they could decide to humour them and just say 'yeah i'm well hacking' to piss them off or something. But still, isn't there much better ways at catching cheaters than through monitoring private messages?

Those that don't like the thought of their PMs being monitored: If you found out your favourite server monitored your PMs, would you leave it in favour of one that doesn't do it, or is not yet known to do it?

Like i said though, i understand why you get annoyed at PMs being monitored, but like you said, it's a game, and quite frankly, if members of my team stopped helping out just to have a

conversation with a friend then i'd be getting a little pissy, after all, if you're in game, you're there to play not socialise, if you are so desperate for a catch up with a friend or just a chat, go on IRC or msn or something.

Also, there's nothing you can do really about PMs being monitored but moan and hope someone cares to listen, unfortunately.