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Subject: Re: The PM discussion from Rengooey - cleared

Posted by [jnz](#) on Sat, 25 Jul 2009 11:39:52 GMT

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R315r4z0r wrote on Sat, 25 July 2009 04:50 People automatically agree to share their IP once they decide connect to the internet, regardless if its a game or not.

...but I never gave them permission to use my serial, or find my hometown and country.

R315r4z0r wrote on Sat, 25 July 2009 04:50

Also, I didn't mean "rights" as in what you can and can't do in the game but rather what you can and shouldn't do as a person. You're taking the game a little too seriously when you start monitoring people's private conversations.

I could say that you're taking the game to seriously because the server owner wants to see private messages, which they have every right to do. Like I also said, the players have no right for it to be hidden either.

R315r4z0r wrote on Sat, 25 July 2009 04:50

I would personally much rather play on a server with cheaters than on a server that moderates private messages. Fighting cheaters can be enjoyable. Knowing someone is reading something I don't want them to isn't.

Tough luck if they don't tell you. Which again, you have no right to see that infomation and the server owner reserves the right not to give it to you.

R315r4z0r wrote on Sat, 25 July 2009 04:50

I wouldn't consider "pinpointing someone's house" as vital private info. People give their home addresses out over the internet everyday..

I would only give out my home address if a website -needed- it. If I am buying something for example, and there are very strict laws governing these websites not to give it out.

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