Subject: Re: [SSGM Plugin] RenGooey
Posted by Caveman on Sun, 08 Feb 2009 16:40:39 GMT
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Zack wrote on Sun, 08 February 2009 15:54zunnie wrote on Sun, 08 February 2009 08:45Very nice work but i agree with the last poster.

Private Messages should be -well- private...
No one else, not even the host should be able to read them.

What if a moderator is being "abused" in private chat by an unhappy player? It's a lot easier, imo, to deal with this if the PM's are logged...

Moderators problem, s/he should be smart enough to turn on logging client side. I wouldn't want my PMs read.