Subject: Re: [SSGM Plugin] RenGooey
Posted by Genesis2001 on Mon, 09 Feb 2009 19:49:42 GMT

View Forum Message <> Reply to Message

Prulez wrote on Mon, 09 February 2009 12:27I would have to say though that my IP/Serial hash is less important to me then what I might be telling others in PM's....

Doesn't feel right to me. I know that some other servers also read PM's. I could name one right now but it might be better for the sake of this convo not to.

Now, back on topic. the plugin definitly looks useful to me.

I've made a console command to toggle the logging of PM's on a specified player. I might consider releasing this plugin, but I'll have to talk to who I'm making this for before I do... I still have a few crash bugs to work out.