Subject: Re: The PM discussion from Rengooey - cleared
Posted by futura83 on Sat, 25 Jul 2009 15:26:04 GMT
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R315r4z0r wrote on Sat, 25 July 2009 04:50You're not understanding my point.

People automatically agree to share their IP once they decide connect to the internet, regardless if its a game or not.

But the fact of the matter of what I'm getting at is that it's called a private message. What kind of private message isn't private?

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 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.

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

You make it sound like some sort of conspiracy, as if every private message sent is read.

I see the PM logging system merely as all PMs put in a log (or possibly in IRC too) that will most likely only be checked if accusations are thrown out.

Oh, and giving out your house information is one thing, having it gathered on a game is another.