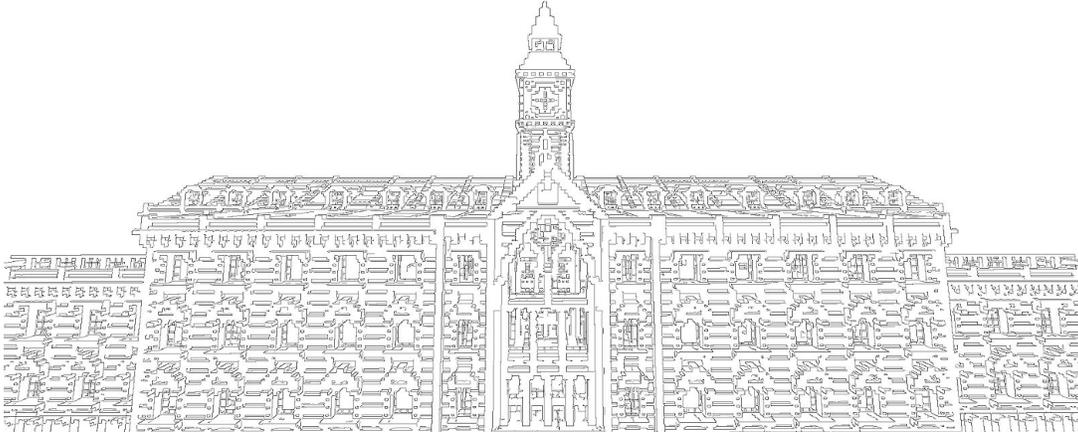




Parliament of
Woly Haven



House of Representatives

Hansard

Saturday, 30 March 2019

Session 5, Quarter 1 of 2019

Original report written by:
hinwapoon
30 March 2019

Tenth Parliament

Elected Members of Parliament

Name of Member	Role (If Any)	Affiliated Party
Grass_Jelly		FWH
minebuilder1223	Speaker of the House	FWH
hinwapoon	Leader of the House	FWH
_ezzo	Deputy Prime Minister Minister for Foreign Affairs	FWH
VincentLUMCFan		FWH
lebokbok	Minister for Infrastructure	FWH
TheLamborghini		FWH
mopsistudios	Prime Minister Minister for Home Affairs	CEN
sambrose	Chief Minister of Gardellia	CEN
quarxilon	Leader of the Opposition	NOD
MC_Dunc	Shadow Leader of the House	NOD
Mysticlorde		NOD
MachineMatster		NOD

All other names mentioned in this document are non-party affiliated.

Bills tabled

Bill Name Proposer	Bill No	Stage of Consideration	Outcome (Ayes/Noes)
Dynmap (Hidden View) Bill mopsistudios	19103	First Reading	Debate Adjourned

The **SPEAKER (minebuilder1223)** took the chair at 14 00, and read prayers.

18103

Dynmap (Hidden View) Bill

Debate:

The PRIME MINISTER: Thank you Mr Speaker. In recent months there have been a number of members who wish to use the /dynmap hide command in order to vanish themselves from the dynamic map. This is a power and a privilege that should only be granted to staff members for security and safety reasons. This bill seeks to ensure that no non-staff member is permitted to hide themselves from dynmap and define it as a crime under the WolvHaven statutes.

Autobus22: A question for the proposer of the bill - Would this bill allow staff and helpers to potentially hide players in the case of special purposes and events and if so under what kind of situations would this be allowed?

The PRIME MINISTER: Thank you Mr Speaker. Not in its current form, no. But i see your point.

Lebokbok: I would like to ask. What is the necessity of prohibiting non staff from hiding themselves?

The PRIME MINISTER: Thank you Mr Speaker. This is a privilege not required by regular players. Staff may need to use it for security purposes during an investigation. There is no real reason for a citizen to need to use it.

PLaNKTheNoOB: Thank you Mr Speaker. Why do we need to make this command a privilege? In my opinion the player privacy is important.

The PRIME MINISTER: Thank you Mr Speaker. Staff can see where you are anyway, so it is not really any different and this is minecraft we are talking about - your minecraft in game location. Why would you realistically need to hide that? If not to commit a crime?

AngelKevin: Thank you Mr Speaker. To answer the prime minister. Some of us might want to hide our location because we do not want bossy players to stalk our location.

Grass_Jelly: Thank you Mr Speaker. Obviously there are many opposing and for arguments. I do see its importance in hiding private projects with the intention of ensuring privacy from uhh "Certain members" of the community but the argument also goes the other way.

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The SPEAKER: could the honourable member clarify what he means by "certain members"?

Grass_Jelly: Members in the past who have caused disturbance to other members in the community by seeking out online players with the sole purpose of annoying them in person. With certain members hiding projects with the intent of well hiding them largely for malicious reasons so it is best to level the playing field and saying no hiding because if you're hiding, that means there's something fishy going on.

Lebokbok: I would like to give a short personal anecdote regarding the issue. A while ago, several players, myself included, were playing a game of hide and go seek. We agreed to hide ourselves on dynmap to level the playing field. If we had been unable to hide ourselves, the game would likely be compromised.

The PRIME MINISTER: Thank you Mr Speaker. I would like to make multiple points. Firstly, I would like to point it out to my fellow members that literally every single other staff command is only available to staff members, so it makes sense to make the other staff commands staff only as well. Secondly, in response to my honorable friend's anecdote, I think that the security of the server is more important than a game while I know it might not work with everyone, you could play based of a trust system. Thirdly, if your project is that sensitive that people may not view it on dynmap, may I suggest you build it elsewhere.

Autobus22: First up, the server rules are not responsible for players breaking the rules of their own games and as such the rules really shouldn't be accounting for that. Second up, I'd like to table an amendment (Amendment A), In Section 2, I propose to add a new section 2.b which adds the possibility for staff and helpers to hide people for the purpose of special projects if the need would arise. In some cases projects, such as for events or within events may require hiding for proper functioning.

The SPEAKER: I suggest to the honourable member that this amendment be sent to me directly, so that it may be tabled for the second reading and voted on.

_ezzo: Thank you, Mr Speaker. I would suggest that helpers have that command access revoked. As a long-serving staff member I do not really see the benefit of such commands to helpers, who are technically first responders. If a helper needs such command I would recommend it be allowed through the mechanism the member proposed not allowed as an amendment.

CM_Raiders: Thank you Mr Speaker. As the prime minister has previously said, a trust system could be implemented to allow players who have earned the privilege to be able to hide themselves if they are able to show they are trustworthy and their behaviour on the server is

acceptable. they should be able to obtain this privilege. this would be best for both the security and the privacy of the players.

SilverWolv: Thank you mr speaker, to add on to what the honorable lady has just mentioned it would be possible to convert the existing VIP rank to integrate into this form of trust system. However, a standardised set of criterium will have to be thought of and introduced in order to make it work. with a potential rename of the rank itself. I applaud all the points that were made so far from both sides.

The PRIME MINISTER: Thank you Mr Speaker. I need to clarify my earlier point. When I said "trust system" I was referring to the game of hide and go seek. not a trust system of who gets access to dynmap hide. Secondly, I see no point in giving vips access to the command because that is exactly what we are trying to stop non staff using staff commands

Tony515: Thank you Mr Speaker. I agree with Mopsi in that there should be no separate rank for extra privileges. However, these privileges use by staff should also be monitored. (I understand this may seem very ironic that this is coming out of my own mouth) However I think that we all need reality checks at any time

The SPEAKER: Order. Time is up for this bill. A second reading shall take place on the 13th of April.

Dynmap (Hidden View) Bill

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TO

Regulate the usage of the /dynmap hide command in that only staff shall be authorised to use the aforementioned command.

Be it enacted by the President of the Federal Republic of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

1. Definitions

- a. /dynmap hide is defined as the command within the Dynmap plugin that allows a user to exclude themselves from being shown on the map.

2. Changes

- a. Players of all ranks excluding Staff and Helpers shall be revoked of the permission to use the /dynmap hide command.

3. New Laws

- a. Use of /dynmap hide by players other than Staff and Helpers is considered an offence under WolvHaven Statute II/D/21.

4. Extent

- a. This act extends to the whole of WolvHaven.

5. Commencement

- a. All sections come into force on the day this act is passed.

6. Short Title

- a. This act may be cited as the Dynmap (Hidden View) Act 2019.

Questions without notice

The SPEAKER: Now we move to questions without notice. Does anyone wish to propose a question to any member of this house?

Autobus22: A question shall be asked to the speaker a question in relation to the season of parliament before this one. The current speaker, and former representative of FWH had made extensive promises to work with various parties and regardless of that produce a plan in order to deal with economy reform. Would the former representative that is now the speaker justify the lack of any such actions having happened as promised? And if so: also explain to the house who in the party is now responsible for this from here on out. I've been advised the speaker cannot answer this question under WH parliamentary rules. I shall direct the question to the head of FWH instead.

The PRIME MINISTER: Thank you Mr Speaker. (I'm not the head of FWH). Firstly, Economic Reformation is now being dealt with under GWHT2020. Secondly, it is a bit hypocritical for my friend autobus to point out the lack of work on economic reform. I still remember my dear friend making promises on economic reform.

PLaNKTheNoOB: Thank you Mr Speaker. I have a direct question to the Prime Minister. You said that you can monitorate player's positions even if they are hidden right?

The PRIME MINISTER: Correct.

PLaNKTheNoOB: So, isn't it the same thing if the hiding command stays the same?

MC_Dunc: Point of order Mr Speaker. haven't we moved on from this motion.

The SPEAKER: Ok, to respond to the honourable member. He is right in saying this, and in that i suggest to the PLaNKTheNoOB to make his statement in the adjournment debate at the end of proceedings. PLaNKTheNoOB may resume his seat.

Motion

Hinwapoon Regarding the Discussion of pinged emoji in discord.

Hinwapoon: Thank you Mr Speaker. I move that we remove this motion from the proceeding.

Question put to the House and agreed on

Adjournment Debate

The PRIME MINISTER: Thank you Mr Speaker. It is the coalition's intention to propose a bill in the coming session that aims to legalize tpa for all citizens and above. tpa refers to the /tpa, /tpahere, /tpacancel commands. When a citizen runs these commands they will be charged an amount that has not been finalized. This is due to the vip rank not being given out anymore as well as other reasons I invite the house to share its opinion on this.

MC_Dunc: thank you mr speaker. I would like to propose a question to the prime minister. Would the prime minister consider tpa related commands to only be allowed to PRs when the bill rolls out?

The PRIME MINISTER: Thank you Mr Speaker. This has not been decided yet. I would like to hear the house's opinion on that as well.

PLaNKTheNoOB: ty mr speaker, may I continue what I was saying before? I was saying, isn't it the same thing if we keep the dynmap hyde command? I mean , if one wants to hide it doesn't mean he wants to do something malicious

The PRIME MINISTER: Point of order Mr. Speaker, objection to relevance in the motions section of parliament

The SPEAKER: I specifically advised to member to bring this topic up again in the adjournment debate. There are no set rules to the topics discussed in the adjournment debate and i want to hear what the honourable member wants to say

MC_Dunc: Thank you mr speaker. In response to the pm, In my opinion I would rather allow the privilege of being able to use tpa related commands to be introduced when PR rank rolls out tpa commands are generally beneficial to architects and staff as they are very useful when commencing projects and so I would like to hear more from the pm about his rationale for citizens above allowed to use tpa commands

The PRIME MINISTER: Citizens now have the ability to work on projects together in the Gardellia world so it would be beneficial for them to be able to use those commands as well.

Question put to the House and agreed on. (Adjourning the house)

Parliament adjourned at 15 03.

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