
Subject: Don't want your work imported? Just say so here
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:35:00 GMT

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I'm headed to bed so I don't feel like making a lengthy reply, except to say that ack was transferred ownership of certain 3D material from WS. I don't think he is too far out of line to protect things that someone says they are deliberately going to steal and release as their own. As for all the debate on the magnitude of the feat/effort/accomplishment of his finishing C&C_Glacier, please get over it everyone. Ack has proven himself to be a quality map maker, enough for WS to entrust him with ownership of models and to complete their unfinished maps. All the bashing is just that...putting him down to try and hurt him, or the old green monster. Life is too short to be filled with hate, especially for someone that you have never even met, or really know at all. Like him or not, Ack has contributed a lot to this community, and you cannot really fault him for being picky with the 3d material he was given ownership of. Maybe he wants the unique units and structures to stay that way...unique and in high-quality maps, instead of things like the old "BuzzMod Version 15" that were just a hodgepodge of every map, model, and script he (TheBuzzer aka FlyingBuzz) could steal. Personally I like the idea of digitally fingerprinting/signing 3D data. Then the data can be released to the public, and if someone claims it as theirs the rightful author can be proven. Argh so much for not making a lengthy reply...I'm half asleep at this very moment and amazed at my lack of typos...goodnight/day.
