
Subject: Don't want your work imported? Just say so here
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:34:00 GMT

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quote:Originally posted by PiMuRho:I think some people are flattering themselves here.Look at the Quake/HL communities - it's possible to decompile those maps and steal the objects therein, but people don't. Same applies to Unreal, where anyone can edit anyone else's map.Instead, they tend to have publicly-available prefab libraries, where people voluntarily upload their source work for others to use, and yet there is no such thing for Renegade. Why not? Because we have a small, close-minded, mean-spirited "community". No-one wants to share, and contribute to the greater good of the game (with exceptions - look at RenEvo). Everyone just wants the personal glory. Yay them.Good for them. This is us, and most of us work hard on what we do and don't like giving out stuff. The best way to learn is to learn on your own, which is what I have done for most of the stuff I do. I occasionally ask for help from people like Dante about engine related questions, but most of the 3D work I learn on my own.If I can do it, why can no one else?
