
Subject: Don't want your work imported? Just say so here
Posted by [Anonymous](#) on Tue, 04 Feb 2003 05:51:00 GMT
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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.
