
Subject: Don't want your work imported? Just say so here
Posted by [Anonymous](#) on Tue, 04 Feb 2003 04:39:00 GMT
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I have to agree with sixguns here. If a case like this were ever filed, as long as the person who was accused did not profit, it would probably be thrown out of any court in the US. More often, it is up to the community surrounding a game to police itself, and establish a code of ethics. This has pretty much happened in every popular game I have seen, but certainly not Renegade. We have too many people under the age of 18 playing this game, and not enough adults. And you old guys know how kids are... They're not going to listen to you, and anything you tell them not to do, they're probably going to do. So, it is usually up to the individual communities to 'blackball' individuals or mod teams that are stealing others work. I mean, models and level design have been around FAR longer than Renegade. You guys don't think that there wasn't any problems in the DOOM era, or the Quake Community, or Unreal? If anything, earlier games had it worse because of the lack of a real community... The Internet just wasn't like it is 5 years ago. So how did these people solve their problems? Not by making threats of legal action, but by informing the community, showing the proof, and letting the community take care of it. The bottom line is, if someone's stealing your work, let us know. That way, we won't download it, and those that run servers, won't put it in their rotation. We will exile the offender from the community. That is all we can do really...
