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Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Wed, 21 Dec 2005 04:12:41 GMT

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Hydra wrote on Tue, 20 December 2005 21:35Renardin6 wrote on Tue, 20 December 2005 12:14<http://www.copyrightdepot.com/rep74/00038617.htm>

You can't be serious, can you?

You're making a modification of a game that's already been copyrighted. You're using key files from a copyrighted product in your program; you can't copyright those since they didn't belong to you in the first place.

That'd be like someone trying to copyright his own fan-made Star Wars story and claim the original Star Wars storyline as his.

Unless you create your own completely separate game on a completely original engine, your "copyright" means dick.

No actually they are entitled to a copyright. The specific lines of code that they added completely on their own and are coded by them are their work. They are automatically considered copyrighted to them. That doesn't mean everything pertaining to the modification/game base is their property. That means both groups hold copyrights for their work.

If your design an aftermarket part for a dodge engine its not like that part can't be patented just because it's used on a dodge engine... If that were the case so many people would get sued in this world.

Their copyright stands for their work. EA games copyright stands for Westwood's work.

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