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Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Wed, 21 Dec 2005 04:57:28 GMT

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genetix wrote on Tue, 20 December 2005 23:12No 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 you 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. You're still building that part with your own original concept and design. The purpose for which you created it is completely yours; you are not building off a concept owned and previously created by Dodge. The part and its design, purpose, concept, and intellectual property are originally yours. Therefore, you can patent it.

EA's copyright goes for everything C&C related--the units, the concept, the storyline, the name, everything. If you create a C&C-related modification for any game, you're using EA's copyrighted concept and storyline as a basis for your modification.

Remember StarCraft 2: Xel'Naga Vengeance? Blizzard shut them down for copyright infringements. Why? Because they were creating their own mod based on Blizzard's intellectual property on a competing game's engine.

The Reborn team is using EA's intellectual property to create their own mod based completely on a game copyrighted by EA. As you said the only things they could copyright having to do with the mod are the individual lines of code used in every single script in the game; in order for that to be legally binding, they would have to list all the lines they would want to copyright and ensure that the same lines are not used or copyrighted elsewhere. They cannot simply say "I want to copyright the entire mod called Reborn" because so much of it is based on the intellectual property of EA.

They could, of course, get around all that by completely dissociating everything with C&C, aside from the engine upon which it is based. Then they might be able to copyright it (even then, it'd still be dicey with it utilizing a C&C engine), but then it wouldn't be the Renegade->Tiberian Sun mod that "eevrywon wnts 2 plai!!!"

Either way, Retardin's little "copyright" still means dick.

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