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Subject: stargate Mod

Posted by [England](#) on Mon, 03 Mar 2003 17:18:41 GMT

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PiMuRhoA company has to be seen to be actively enforcing their copyright, or they wouldn't be able to defend it in the future.

Example:

Someone makes a Renegade mod based on Quake3, using id's map data, textures and models. Id ignore it, because they're not doing any harm or making any money.

A disreputable company then make and release a commercial game, using map data, models and textures from Quake3. Id try to sue them, but the case is thrown out because they failed to uphold and enforce their copyright.

That company is making profit from Id's work without permission, then it becomes a legal issue. To reinstate my first post, as long as he doesnt make money from it, or sells it - no one will care.

Anyway... GL with the mod

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