
Subject: Re: Status: .mix -> .lvl converter
Posted by Yrr on Sun, 09 Sep 2007 15:18:27 GMT
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Jerad Gray wrote on Sun, 09 September 2007 15:55Wow this is going to piss me off fast, I mean its only real use well be to steal maps. Because if we really wanted to make it so you didn't have to recreate the map over and over again we would have just released templates of those maps. In my opinion, people make maps the way they want them, and they don't want other people screwing with hours, days, months, or years of their hard work. This is why protection is necessary when you make something like this, even if it can be got around. Otherwise people could rip off entire mods in one day, or hack them so they just have one more way to cheat. You should make it read the "Comments:" text of objects on the map, if the "Commetts:" box had certain text in it, the converter aborts. I really don't care if people can get around it. I just don't want every noob modifying ever map out there just so it is easier, or just flat out ruining it.

#1 There are several other reasons for recreating a map beside stealing it. There are, for example, various people who made a map but lost their sources of it. Some standard maps do not have .lvl files released too, such as flying-maps and Skirmish. Some servers want to enhance their maps server-side, which can already be done with Custom Scripts but will become easier with the recreated sources.

#2 Renegade wouldn't live anymore without ppl modifying the game and existing maps (server-side mods). This is possible without a converter too.

#3 Even if someone really 'steals' your map, it will always be YOUR map, because you were the first one releasing it and you are the only one having the .gmax files for map-specific models (I'm not sure how good the w3d importer is).

#4 Any protection that relies on a simple string is way too easy to circumvent and I'm not going to add such a protection. If you'd read all posts in this thread, you'd have seen that I'm already working on other types of protection.
