Subject: Re: Status: .mix -> .lvl converter
Posted by jnz on Sun, 09 Sep 2007 20:17:33 GMT
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Jerad Gray wrote on Sun, 09 September 2007 20:20PaRaDoX wrote on Sun, 09 September 2007 13:12..why not just add your name into the mesh somewhere? It's not hard... I do it with all my maps. There is my nick name in the mesh in at least 50 places, and it's modeled in.
I mainly just don't want people screwing with my work, especially if it has my name on it.

why? Jonwil's scripts.dll, LuaPlugin, SSGM, SSCTF all are open source and people screw with them. Does Jonwil care? does Whitedragon care? i certainly don't.

If you're worried about someone stealing your maps, put a water mark somewhere. Even then, everyone will tell straight away and that person would be banished from this community.