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Subject: file sharing, LEGAL w/ friends?

Posted by [MonkeyPhonic](#) on Sun, 21 Sep 2003 19:59:31 GMT

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I don't know about the music industry, but in games the distribution is via the publisher and the copyright is their issue, any big publisher has teretorial coverage, so EA europ deals with european release, EA US deals with US and so on, so in games this is either not the case, or games publishers are very cautious. IE Renegade is released under european copy write in europe and US copywrite in the US.

If what you say is true then if you copied a US version of Renegade in the UK then the US copywrite would be in effect. At which point you start to realise the reason that copywrite lawyers drive expensive cars. Complecated laws lead to well fed lawyers.

Sir Phoenixx

The copyright laws default to the country in which the copyrighted object in question was copyrighted in. For example, if a video game, or music cd was created/copyrighted in America, the American copyright laws are used, doesn't matter if you're in America, or the UK. If the video game or music was created or copyrighted in the UK, the UK copyright laws are used, even if you live in America.

If you live in the UK, and you're ripping tracks from American music CDs (or downloading and redistributing tracks originally from American music CDs), you are subject to American copyright laws, in this case.

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