
Subject: SC Mod

Posted by [Mad Ivan](#) on Wed, 12 May 2004 19:27:10 GMT

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Dood, continue to talk foolish and you will get lesser attention from other people in the future.

Icedog is right. I couldn't understand any shit of what you guys replied. I know I ain't the best speller around here but at least try to make some sense. What the hell does that mean:

Quote: Heh if you can get Blizzard to say yes for a mod I'd gladly help out on a better game engine. The Blizzard and yes part might not go so well

I can follow you until "mod id" and then I lost the idea behind the post.

Back on topic:

It's hard really to explain why Blizzard are sending warnings about legal actions to people that start mods on Game Engines, other than Blizzard's. I can only remember that so far 2 Mods For Ren Got Canned (REN->SC), one for Serious Sam got canned (SS->SC), one for RA2 got canned (RA2->SC).

The only two *SOMETHING*->SC mods living are WC3:TFT->SC and Generals:Zero Hour->SC.

The first is living WITH the blessing of Blizzard (yes, e-mail was sent to Blizzard and they approved the project, IIRC) and surprisingly the second is also alive, perhaps because Blizzard don't know that it exists

The first Ren->SC mod got a threat and turned in some Human(Terran)/Elder(protooss)/Scourge(Zerg) shit, but it didn't go nowhere, IIRC.

EDIT: A SC2 Game by fans was also being developed, a 3D RTS. Guess what happened
