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Subject: Star Wars?

Posted by [Wild1](#) on Sun, 18 May 2003 22:02:22 GMT

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How come dobody has made a mod on Star Wars yet?

The Battle for Hoth would be the best map.

Lightsabers would be kinda hard though.

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Subject: Star Wars?

Posted by [StoneRook](#) on Mon, 19 May 2003 00:24:35 GMT

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copyrights - and it's a tad illegal -

and THEY will come after you...

ask the guys on the DragonBallZ mod team....

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Subject: Star Wars?

Posted by [gendres](#) on Mon, 19 May 2003 02:34:06 GMT

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I don't think copyrights are the problem, lack of support, talent or other things must be the problem....

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Subject: Star Wars?

Posted by [exnyte](#) on Mon, 19 May 2003 03:37:28 GMT

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gendres! don't think copyrights are the problem, lack of support, talent or other things must be the problem....

Copyrights are the problem... as it was already discussed in a previous thread...

Examples:

Halo mod

New Mod Idea .... BLACK HAWK DOWN for Reneagde

stargate Mod

There are several other threads concerning copyrights in this forum... go ahead and search.

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Subject: Star Wars?

Posted by [gendres](#) on Mon, 19 May 2003 14:44:53 GMT

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oh... ok... whatever...

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Subject: Star Wars?

Posted by [Halo38](#) on Mon, 19 May 2003 15:28:51 GMT

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I don't visit the generals forums too often but i'm sure they were doing a starwars mod. I saw some screenies it looked quite good.

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Subject: Star Wars?

Posted by [Thiima](#) on Mon, 19 May 2003 16:16:20 GMT

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If we were to make a mod based on an electronic arts (EA) game.. would that still be against copyright seeing as they were involved in renegade a bit

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Subject: Star Wars?

Posted by [Sir Phoenixx](#) on Mon, 19 May 2003 23:05:45 GMT

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Thiimalf we were to make a mod based on an electronic arts (EA) game.. would that still be against copyright seeing as they were involved in renegade a bit

Yes it would still be against their copyrights. Just because they took part in the creation of a game doesn't mean you can use stuff from their other games, and just because one company lets you do this, doesn't mean another would. But EA does allow us to use the stuff from their Command and Conquer games (Red Alert, Generals, Tiberian Dawn, etc.) in mods, but this doesn't mean they will let you use stuff from other games.

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Subject: Star Wars?

Posted by [bigwig992](#) on Mon, 19 May 2003 23:27:22 GMT

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Then just name it something corny. Like Universe Wars. :rolleyes:

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Subject: Star Wars?

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Posted by [Thiima](#) on Wed, 21 May 2003 12:17:33 GMT

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its such a shame because that game would probably go into renegade quite well

oh well..

i saw a mod called 'earth special forces' for download on gamespy, its a dragon ball z conversion for half life, wouldnt that be breaking copyright laws?

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Subject: Star Wars?

Posted by [Sir Phoenixx](#) on Thu, 22 May 2003 01:21:00 GMT

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Thiimait's such a shame because that game would probably go into renegade quite well

oh well..

i saw a mod called 'earth special forces' for download on gamespy, its a dragon ball z conversion for half life, wouldnt that be breaking copyright laws?

Unless they've received permission, than yes it is. They most likely haven't seen it yet. But, are you sure it's a dragon ball Z mod? Or is it just a plain anime mod?

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Subject: Star Wars?

Posted by [Thiima](#) on Thu, 22 May 2003 12:10:55 GMT

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im pretty sure seeing as each characters names and moves are directly related to the cartoon series :S

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