
Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Deactivated](#) on Mon, 19 Jan 2004 13:39:08 GMT

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Posted: Jan 19 2004, 02:53 AM

<http://www.cannis.net/forum/index.php?showtopic=2453>

Quote:

It is a known fact that AircraftKiller has many of the Beta version Renegade vehicle (possibly other) skins.

He has posted up many images and seems to be extremely proud and willing to show them

I am confused, is there any reason why he does not share these Beta Version skins with the community ?

I dont mod Renegade myself, but I still find this concerning

I know I have had MANY! things (mainly pictures) relating to TS that i know for a fact 90% of other people did not have and i posted them ALL up on TumSun.

But these beta skins are even more worthy for the renegade community

So why does AircraftKiller keep these skins rotting on his Hard disk ? Is there a good answer for this ?

P.S. Incase it isnt blatantly obvious, this isnt a flame, simply a simple question i feel needs answering

-SMIFFGIG

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [cowmisfit](#) on Mon, 19 Jan 2004 14:25:10 GMT

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Well i didnt know this. Could they be used in game if a model was made too fit them or something???. There could ba a mini mod of the original shit that would be cool.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Try_lee](#) on Mon, 19 Jan 2004 16:34:32 GMT

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Does he mean the models that WS gave to him that were from pre-E3 versions of the game, like the harvester and flame tank?

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Sk8rRIMuk](#) on Mon, 19 Jan 2004 19:28:50 GMT

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Ever consider the fact that he just may be under a EULA or a TOS that stops him releasing such beta skins.

Maybe he does, maybe he doesn't but it is for him to know and you to find out.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Aircraftkiller](#) on Mon, 19 Jan 2004 20:02:26 GMT

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It might just be because I don't think anyone here is going to do anything with them, and releasing them would be a pointless waste of effort on my part.

Seeing the utter bullshit excuses for lack of work to come out of this community, with only a few accomplished people who don't make up stories about how someone is destroying their online life in Renegade, there's no point to giving them out.

If people here can prove me wrong, hey, I'll package it all up and upload it to C&C Den so everyone can have them.

The chances of anyone actually finishing a fucking GOOD mod they started, or getting a level out without crying about how someone isn't kissing your ass, are slim to none.

Take this however you want, it comes through observation of how people act here over the past two years.

Beyond that, I already have a plan for them... They'll appear in Renegade Alert, that's all I have to say about the subject.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Deafwasp](#) on Mon, 19 Jan 2004 20:59:47 GMT

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So daddy doesn't think the kiddies are ready for it. Okie dokie.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Aircraftkiller](#) on Mon, 19 Jan 2004 21:08:20 GMT

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I own them, I decide how they're released. If you don't like it, there's nothing you can do about it.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Genocide](#) on Mon, 19 Jan 2004 21:10:44 GMT

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These..models...Are they your copyrighted work?

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [xptek_disabled](#) on Mon, 19 Jan 2004 21:10:54 GMT

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AircraftkillerI own them, I decide how they're released. If you don't like it, there's nothing you can do about it.

Like we could do anything about it if you didnt own them. :rolleyes:

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Sk8rRIMuk](#) on Mon, 19 Jan 2004 21:22:22 GMT

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AircraftkillerI own them, I decide how they're released. If you don't like it, there's nothing you can do about it.

I kind of agree there, it's ACK's choice to release them or not.

If he thinks there is too much effort for what would come out then... he has the right not to release them.

Like it or not your in his mercy for these proclaimed Rnegade beta items.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Genocide](#) on Mon, 19 Jan 2004 21:27:25 GMT

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Please stop licking his ass...let the guy answer my question.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [m1a1_abrams](#) on Mon, 19 Jan 2004 21:30:49 GMT

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If you really wanted them that badly, I suppose that you could always track down Eric Kearns and ask him for them personally. ACK doesn't have to give them to anyone, although in my opinion there are several people who would use them responsibly if he did.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [boma57](#) on Mon, 19 Jan 2004 21:32:16 GMT

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"As soon as you show me that you can draw something good, then I'll give you pencils and paper to use."

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [Aircraftkiller](#) on Mon, 19 Jan 2004 21:36:21 GMT

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Good luck finding him. It's not likely. There's over 15,000 "Eric Kearns" in the world.

Are they copyrighted? What difference does it make if they are or are not? I own them, I own the rights to them, if you want to bring up a lawsuit over some 3D models that you don't have any rights to, go for it...

Quote:"As soon as you show me that you can draw something good, then I'll give you pencils and paper to use."

The difference here is that you don't need what I own to be able to create something. I'm not giving them out so people can claim his work as their own, or go around tossing them into a hunk of crap they made up in a few minutes.

This is how I decided it will happen. Topic locked, no further discussion.

Subject: Question from Smiffgig to ACK: Old Renegade assets

Posted by [warranto](#) on Mon, 19 Jan 2004 21:43:43 GMT

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Just needed to coment on this before it stays locked.

The original copyrights belonged to Westwood/EA. However, when they transferred ownership to ACK, even IF they retained the original copyrights, they gave the ability for ACK to do what he wants with the models, except make a profit with them -if the copyright was retained by EA
