Subject: Re: OT: Lineage2 1500 Player server o.O
Posted by zunnie on Fri, 12 Aug 2005 20:08:37 GMT
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"l2j is legal... so host away, and to keep yourself even safer just make sure you keep the source with the server files."

"Think about this: The server was MADE by people to look like to emulate something, BUT the source code is totally original, and in NO WAY does it say ANYWHERE that this is the real server. To give you an idea, we could call this Lime Age or Lineage but the name isnt what makes it orignal, its the code design, and as long as we arnt complete in emulation as it will almost be impossible to do, than we should be fine, and even if the name was a problem, we have already stated countless times on this site that NCSOFT is the creator of Lineage2 and that in no way do we claim rights to anything that they produce.

In America you are allowed to have competitors, and since EVERYTHING in l2j is completely original, even the concepts in CERTAIN issues ****Arguably **** Than there is NO issue with running a server that was made hand up by people doing it out of there own free will that they in no way seek to make a profit off of. THOUGH if you download another client made by someone, in this case NCSOFT, there are agreements you make that in most cases legally bind you to not use there software other than the intended purposes, specifcally or otherwise, explicitly or not, implied or not, or seen by your or not. You choose to use the software THEY made that IS completely orignal, has copy rights, along with intellectual patents, in order to fulfill some want and or need in your personal life that is present but you may only do so on the terms STATED by NCSOFT.

BUT there is a problem in NSCOFTS agreement EULA, they cant control how you use that software if it is intact and uneffected directly by the system surrounding it. So if you modify your personal system and not the file you downloaded than it is perfectly legal. In laymens terms: You cant change the software because thats illegal, but you can change its indirect surroundings, (ie the Host file).

That i believe is the angle that L2J along with the other true emulator servers take on the subject. Though i could be wrong since it was never fully explained to me, other than the common DONT MODIFY THE CLIENT saying."