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Subject: stargate Mod

Posted by [PiMuRho](#) on Mon, 03 Mar 2003 16:26:32 GMT

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A company has to be seen to be actively enforcing their copyright, or they wouldn't be able to defend it in the future.

Example:

Someone makes a Renegade mod based on Quake3, using id's map data, textures and models. Id ignore it, because they're not doing any harm or making any money.

A disreputable company then make and release a commercial game, using map data, models and textures from Quake3. Id try to sue them, but the case is thrown out because they failed to uphold and enforce their copyright.

That's exactly why companies have to actively and visibly prevent these kind of things. There's some cases in which they will grant limited permission, but it's very, very rare.

I had permission from Westwood back in 1998 to make a Quake2 mod based on C&C - where you could play as any of the infantry, and drive the vehicles. Such permission is virtually unheard of these days, though.

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