
Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Blazer](#) on Sun, 27 Aug 2006 14:47:14 GMT
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"Technically" since scripts.dll is GPL any derived work of it (anything created afterwards that uses its code or interfaces with it) would also be subject to the GPL and thus would have to have full source released. I'm sure this is why WhiteDragon releases the source for SSAOW (and probably so people can learn from it).

I say "technically" because I doubt jonwil would call the GPL lawyers and initiate an expensive court battle over it. Also scripts.dll itself is a grey area, as in - can you GPL something that is based upon reverse engineering (which is what jonwils scripts.dll is) of a copyrighted product (Westwood's code)?

I would suggest releasing the source just to "play nice", and who knows, perhaps other folks will look at your code and suggest improvements, or make them themselves, and release it back to the public, or learn some cool C++ tricks...you know, the whole spirit of open source thing

I know that some people don't like the idea of someone "stealing" their ideas/code/whatever. But I guess you have to decide if what you are making is private for you, or are you releasing it publically. If its for "everyone" to use, then why not release the source so that they can see how it works, and customize it (within the limits of the GPL), and help improve it. It makes it easier on everyone. For instance, when WD builds a new ssaow, he just grabs the latest publically available source of jonwils scripts.dll to compile with it. If jonwil kept the code secret, then releasing things that work with it would be much more difficult, and we likely would see less great things like SSAOW be created.
