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Subject: stargate Mod

Posted by [Sir Phoenixx](#) on Tue, 04 Mar 2003 23:10:15 GMT

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Deafwasp

Secondly you cannot be sued for making a Stargate mod, as long as you do not make any money off it and keep it for private use. Like for instance if you hosted it on Renegade Realm, and you say only members of this forum may access it.

You're right about 2 things. At first you can't be sued for making a Stargate mod, as someone else already said, you'll get a letter telling you that you have to stop, or they will take legal action. And, they can't do anything to you if your making the mod for PRIVATE USE.

But, private use doesn't mean making it public, than saying only those from a board can use it(a board of which a good chunk of the Renegade community resides in). That's not private, private would be just making the mod solely for your use, or just maybe even handing it out to a few of your friends.

Like what has been said already, money has nothing to do with it. It's illegal rather or not you charge money for it.

PiMuRhoMods based on Westwood games are perfectly ok. You're using Westwood's property in a game that they created. There's no issues there.

That maybe correct about Westwood games, but it's not the same with other companies. At least one Quake3 mod was shut down for making a Classic Quake(2) type mode (importing/making the original Quake(2) stuff etc.).

EnglandThat kinda rules itself out anyway, because pirating the actual game is a crimnal offense, so copyright infringement would be the least of that guys worries.

That was an example of how something is still illegal, rather or not you charge money for it. Not of copyrights.

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