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Subject: stargate Mod

Posted by [PiMuRho](#) on Wed, 05 Mar 2003 08:41:07 GMT

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Quote: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.).

I remember that one - it was the Generations mod. The issue there was that id didn't own the rights to all their previous games - the publishers did, and as there were different publishers for Doom, Quake and Quake2, it presented a huge legal problem.

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