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Subject: stargate Mod  
Posted by [Anubisz](#) on Fri, 28 Feb 2003 16:06:37 GMT  
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I,m starting a Stargate modteam And we can use a mapper infantry moddeler vehicle moddeler,weapons moddeler and someone who is good at the commando editor.  
So if u want to help or want to lend us your stargate models  
contact me at anubiszz\_90@hotmail.com

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Subject: stargate Mod  
Posted by [Sk8rRIMuk](#) on Fri, 28 Feb 2003 19:53:09 GMT  
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Ino thsi guy he is kool and I asure you this project is worth devoting some of your time to...

-Sk8rRIMuk

P.S. How You Doing M8.

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Subject: stargate Mod  
Posted by [Griever92](#) on Sat, 01 Mar 2003 03:18:59 GMT  
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well guys, i would help with commando, but i'm currently busy on some other mod projects.

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Subject: stargate Mod  
Posted by [Dishman](#) on Sat, 01 Mar 2003 04:54:47 GMT  
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I got some weapons going down right now ....it'll be a while to bone em though.

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Subject: stargate Mod  
Posted by [Anubisz](#) on Sat, 01 Mar 2003 10:25:56 GMT  
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Dishman u got msn ?

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Subject: stargate Mod  
Posted by [Sir Phoenixx](#) on Sat, 01 Mar 2003 13:29:02 GMT  
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But why are you doing it after stargate?

And have you asked Stargate's owners if you could use their names/materials in a mod? If you haven't, I'd almost guarantee that they'd find you sooner or later, one way or another.

(yeah, I'm talking about copyrights...)

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Subject: stargate Mod  
Posted by [Rich\[HN\]](#) on Sat, 01 Mar 2003 14:16:08 GMT  
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This will be a good mod! We just need to make a good Team

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Subject: stargate Mod  
Posted by [Dishman](#) on Sun, 02 Mar 2003 00:47:19 GMT  
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Yeh I've got msn, mah nick is Dishman  
Yahoo: sgtmaj\_dishman  
AIM: dishcleaner101

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Subject: stargate Mod  
Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 02:23:01 GMT  
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Sir PhoenixxBut why are you doing it after stargate?

And have you asked Stargate's owners if you could use their names/materials in a mod? If you haven't, I'd almost guarantee that they'd find you sooner or later, one way or another.

(yeah, I'm talking about copyrights...)

I don't think they would exactly sew him still it is work takeing in to account...

Ahhhhhh why is everybody so damm busy.

-Sk8rRIMuk

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Subject: stargate Mod  
Posted by [England](#) on Mon, 03 Mar 2003 12:06:25 GMT

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Sir PhoenixxBut why are you doing it after stargate?

And have you asked Stargate's owners if you could use their names/materials in a mod? If you haven't, I'd almost guarantee that they'd find you sooner or later, one way or another.

(yeah, I'm talking about copyrights...)

As long as he doesnt sell the mod. or claim ownership to 'StarGate' then there should be no legal issues.

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Subject: stargate Mod

Posted by [Sir Phoenixx](#) on Mon, 03 Mar 2003 13:43:43 GMT

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EnglandSir PhoenixxBut why are you doing it after stargate?

And have you asked Stargate's owners if you could use their names/materials in a mod? If you haven't, I'd almost guarantee that they'd find you sooner or later, one way or another.

(yeah, I'm talking about copyrights...)

As long as he doesnt sell the mod. or claim ownership to 'StarGate' then there should be no legal issues.

Actually, no...

They own ALL rights to everything Stargate.

It doesn't matter at all rather it's sold or not, it's still illegal to use their logos, trademarks, names, characters, etc. without permission.

If you were to go into a Walmart parking lot with a trunk full of warezed games, programs etc. burned on discs, and just handed them out without selling them, wouldn't that be illegal? Is it any less illegal to give them out for free rather than charging money for them? NO!

:rolleyes:

(if he can contact Stargate's owners and get their permission to use their stuff in a mod, than great...)

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Subject: stargate Mod

Posted by [PiMuRho](#) on Mon, 03 Mar 2003 15:16:54 GMT

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At last! Someone else that understands copyright!

This is a lovely article that explains it all quite well.[/url]

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Subject: stargate Mod

Posted by [England](#) on Mon, 03 Mar 2003 15:52:47 GMT

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Sir PhoenixIf you were to go into a Walmart parking lot with a trunk full of warezed games, programs etc. burned on discs, and just handed them out without selling them, wouldn't that be illegal? Is it any less illegal to give them out for free rather than charging money for them? NO!

That 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.

And to be honest, why the hell would they care? No one takes copyright infingement of that standard that seriously, posting some images. As long as he does a disclaimer that there ownership of there respected owners, and does not misuse them, then no one would give a rats..

---

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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Subject: stargate Mod  
Posted by [Rich\[HN\]](#) on Mon, 03 Mar 2003 16:48:40 GMT  
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Ill see want I can do but i can say you probley will have permission from Stargate SG1 team to do this!

---

---

Subject: stargate Mod  
Posted by [PiMuRho](#) on Mon, 03 Mar 2003 16:52:14 GMT  
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It's worth asking - they can only say no.

A mod team contacted the publishers of the Event Horizon movie a couple of years ago, wanting to make a mod based on it. Not only did they allow them to, they also sent them full blueprints and design specs for the Event Horizon starship (which I also now have, heh)

If you don't ask, you don't get. But expect to be disappointed - rumour has it that Epic's next project is an official Stargate game.

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Subject: stargate Mod  
Posted by [England](#) on Mon, 03 Mar 2003 17:18:41 GMT  
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PiMuRhoA 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 company is making profit from Id's work without permission, then it becomes a legal issue. To reinstate my first post, as long as he doesnt make money from it, or sells it - no one will care.

Anyway... GL with the mod

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Subject: stargate Mod  
Posted by [PiMuRho](#) on Mon, 03 Mar 2003 17:29:58 GMT  
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Yes, it's a legal issue. One that they would lose because they failed to enforce their copyright on a free mod.

Look at it another way - why have so many mods based on films/games been shut down by the copyright owner when they weren't making money from it? You try making an Aliens mod and see how far you get. Or a mod based on Duke Nukem. 3D Realms would shut you down (they've done it before with the Duke it out in Quake mod), even though the mod team were doing it for free.

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Subject: stargate Mod  
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 19:31:20 GMT  
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Sk8rRIMukSir PhoenixxBut why are you doing it after stargate?

And have you asked Stargate's owners if you could use their names/materials in a mod? If you haven't, I'd almost guarantee that they'd find you sooner or later, one way or another.

(yeah, I'm talking about copyrights...)

I don't think they would exactly sew him still it is work takeing in to account...

Ahhhhhh why is everybody so damm busy.

-Sk8rRIMuk

First off, you spelled "sue" wrong.

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.

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Subject: stargate Mod  
Posted by [PiMuRho](#) on Mon, 03 Mar 2003 19:45:22 GMT  
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If it wasn't publicly released, yes. Then it's considered private use and you'd probably get away with it. The money factor is utterly irrelevant. They're not interested in suing you - they just want you to stop using their copyright. All they do is send you a cease and desist letter - ordering you to stop working on something involving their property. They may also contact any webhost you have, who could then pull your site (if you had one)

You have no argument or legal defence for this - if you are using someone else's intellectual property, then you have no right to do so, whether you're making money or not.

This is based purely in fact - it has happened to many mod groups that started off using someone else's property.

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Subject: stargate Mod  
Posted by [snipefrag](#) on Mon, 03 Mar 2003 19:51:33 GMT  
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Hmm i am still not sure if this will breach copywrite laws? and if this is true does it mean that the warpath mods and the RA, tiberium sun mods cant be made too??!!

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Subject: stargate Mod  
Posted by [PiMuRho](#) on Mon, 03 Mar 2003 20:01:48 GMT  
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Mods based on Westwood games are perfectly ok. You're using Westwood's property in a game that they created. There's no issues there.

---

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Subject: stargate Mod  
Posted by [snipefrag](#) on Mon, 03 Mar 2003 20:09:13 GMT  
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ahh good cause i cant w8 for them to come out

---

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Subject: Re: stargate Mod  
Posted by [ZERITH](#) on Tue, 04 Mar 2003 22:09:25 GMT  
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Anubiszl,m starting a Stargate modteam And we can use a mapper infantry moddeler vehicle moddeler,weapons moddeler and someone who is good at the commando editor.  
So if u want to help or want to lend us your stargate models  
contact me at anubiszz\_90@hotmail.com

I could have guessed you liked that prog. from your name....  
so you are ripping off the HL mod that isnt even done yet  
(if you beat them to it, you will be more famouse )

how will this work?

SP or MP (would have to be SP though unless you want to do an MP map which has to be as big

as C&c\_Afghanistan! have multiple terrain textures and instant transport to random, but different locations)

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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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Subject: stargate Mod

Posted by [Griever92](#) on Wed, 05 Mar 2003 03:49:33 GMT

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PiMuRhoAt last! Someone else that understands copyright!

This is a lovely article that explains it all quite well.[/url]



Great article for n00bs who know nothing of Copyright to read.

lol

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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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Subject: stargate Mod  
Posted by [Aircraftkiller](#) on Wed, 05 Mar 2003 09:02:32 GMT  
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Hey Pi, are you in touch with Hellchick at all? I spoke with her a few times about a "3DS Max and gMax Bible" she wanted my maps to be showcased in, but I haven't heard anything back from her about it.

You know anything about it, either?

---

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Subject: stargate Mod  
Posted by [Halo38](#) on Wed, 05 Mar 2003 14:40:11 GMT  
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AircraftkillerHey Pi, are you in touch with Hellchick at all? I spoke with her a few times about a "3DS Max and gMax Bible" she wanted my maps to be showcased in, but I haven't heard anything back from her about it.

You know anything about it, either?

Hey i nearly bought that box to day! (3DS)

---

---

Subject: stargate Mod  
Posted by [PiMuRho](#) on Wed, 05 Mar 2003 16:51:57 GMT  
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AircraftkillerHey Pi, are you in touch with Hellchick at all? I spoke with her a few times about a "3DS Max and gMax Bible" she wanted my maps to be showcased in, but I haven't heard anything back from her about it.

You know anything about it, either?

I speak to her sometimes, yeah. She's pretty busy with Activision stuff at the moment. I can drop her a line if you like.

I'm sure I've heard it mentioned before. None of my commercial work could ever be used in it though. 3000AD hold everything under very strict rights.

---

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Subject: stargate Mod  
Posted by [Anubisz](#) on Wed, 05 Mar 2003 17:24:38 GMT  
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---

i will deal with the copyright when they send me a email

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Subject: stargate Mod  
Posted by [Aircraftkiller](#) on Wed, 05 Mar 2003 20:14:30 GMT  
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PiMuRhoAircraftkillerHey Pi, are you in touch with Hellchick at all? I spoke with her a few times about a "3DS Max and gMax Bible" she wanted my maps to be showcased in, but I haven't heard anything back from her about it.

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I speak to her sometimes, yeah. She's pretty busy with Activision stuff at the moment. I can drop her a line if you like.

I'm sure I've heard it mentioned before. None of my commercial work could ever be used in it though. 3000AD hold everything under very strict rights.

I can talk to her on ICQ... But I'd rather not bother her. If you could find out when that book is coming, I'd appreciate it. I'm supposed to get a free copy of it for having my work showcased in the Renegade-W3D section.

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