
Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Alkaline](#) on Sun, 28 Dec 2003 22:19:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

one of my clan members informed that you dont' like people using your maps or you need to bitch at me, I'm Alkaline=[UN]= b.t.w.

ok so what is the problem here? You want your maps off the rotation? Or what?

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [longbow](#) on Sun, 28 Dec 2003 22:29:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Um, well if maps are released to the public, then surely anyone can use them?

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [SuperFlyingEngi](#) on Sun, 28 Dec 2003 22:40:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sounds like a certain "clan member" is trying to start a flame war with ACK because he thinks its silly...

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Aircraftkiller](#) on Sun, 28 Dec 2003 22:40:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, I have no problem with them being used.

What I told one of the UN members is that I don't want them put into "map packs" without my consent. I've always been against them, since RA2.

Why?

Because people will either:

A: Take credit for the levels put into said "map pack."

B: Not credit anyone's work on the site it's distributed on.

C: Simply say "We made this map pack" and ignore any comments made by the author of the levels in question.

D: Remove the Readme.txt files and any other special files needed to get a level to run.

E: Do all of the above.

In your case, you didn't credit anyone who made anything. Mainly myself, because -- after downloading both "map packs" -- I found that my work made up the majority of the download.

Nothing had a readme file. There was the Strings.tdb file I had to create to get audible building announcements to work, but that's it.

Perhaps if you include the proper documentation for the levels, credit myself and the others for the work included, and distribute it properly - there would be no problem.

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Alkaline](#) on Sun, 28 Dec 2003 22:43:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok,

I added a rotation message in my br.net:

Thanks to all the map makers, TS maps made by Aircraftkiller & Westwood.

Does that suffice? I'll also add your readme to the mappack.

Also, only reason I have them in a map pack is because it is easier for people to download.

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Alkaline](#) on Sun, 28 Dec 2003 22:46:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

also, If you look at the individual download i link them to cncden.com where everyone knows who you are.

As for the rest of the map makes, I didn't find a readme file, if they have a problem they can contact me.

1 last thing, there are 13 maps total out of which 6 are yours, which makes you the minority not the majority of maps.

we are considering removing: BasinTS, MinesTS, and FieldTS. Because the first 2 are very boring, and fieldTS is not nearly as fun as the original...

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [SuperFlyingEngi](#) on Sun, 28 Dec 2003 22:51:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow....I always thought FieldTS was a ton better than the regular field... it has a lot more.....polish, if you will.

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Alkaline](#) on Sun, 28 Dec 2003 22:58:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

the problem with fieldts is the elevators and 2 stories... and the friggin tunnels... same goes for MinesTS, people get stuck in elevators. if they were replaces with stairs/ramps that would be good. Also, minesTs would have been better if it had base defense, so could bunkersTS.

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Aircraftkiller](#) on Sun, 28 Dec 2003 22:58:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

First off, not all of the TS levels were started by Eric Kearns. River RaidTS, BasinTS, and some others aren't. I can't remember them offhand, I've made over 40 levels.

If you want to remove them, that's great. I don't really care and don't see what point that statement had to this thread. If you think they're boring, that's great, not every level can be about flying penis mobiles and teleporting rabbits.

It's not my concern whether or not it's easier for them to download a "map pack," it's my concern that my copyrighted material isn't being used in the manner that I wish it is used in. I have no personal problems with you, but I'd like it if server owners would stop this practice and think of the people who make these levels. None of us get paid to do this, yet our wishes are usually ignored and we get stepped all over, just because certain individuals have no respect for anyone online.

I appreciate you adding the files I requested. There is more than one readme, so be sure to add them for each level you can find. Name them something like C&C_LevelNameIOriginatedFrom.txt and stuff it into the folder.

Some of them cannot be run without reading instructions.

If you get stuck in an elevator, a tiny walkway will not help. I've never had any of the troubles you describe with elevators, and I play my work frequently with over 20 players online.

If it's causing a problem, it's likely your server or the player connections to it.

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [SuperFlyingEngi](#) on Sun, 28 Dec 2003 23:01:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Seems to me that the general thought from a lot of people is that only big companies can hold copyrights...

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Aircraftkiller](#) on Sun, 28 Dec 2003 23:11:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Anyone can hold a copyright. Once you create something, you hold the intellectual copyright for it.

So yes, I hold a copyright on what I make. It's all documented on my computer, too.

Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [SuperFlyingEngi](#) on Sun, 28 Dec 2003 23:32:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know all too well - One of my teachers at the school i attend made our class watch an hour-long movie [If you can even call it that - there was no entertainment whatsoever in the entire film] on copyrights.
