
Subject: general scripts.dll thoughts

Posted by [theplague](#) on Mon, 02 Aug 2004 08:53:57 GMT

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Doit!el don't really understand at all... This whole stance by the Ren Alert team that everything they have is being stolen?

Let's say I go make a program in simple console.

Say, a program that takes input from the user. Then Writes that back out.

So I'm all

Doin the Includes

Declare the variable

Main Function

Take the input from the user, put it in a variable

Print the variable

Be Totally Done...

Now Jonwil has been wanting a program that does this for a while too... So he sets to it.

What does his program do?

Includes

Declares Variable

Main Function

Takes input and stores in Variable

Prints Variable

Is totally done...

He didn't steal my code... It's just the way to do it... Just cause you do it first doesn't give you any sort of claim on it. The person who made the first skin for the humvee didn't claim stake to any humvee skins. If I go make one today I'm not gonna be called a copier, and I'm certainly not Stealing anything.

Now I can see if you show us some proof, a snippet of code that is actually copied from your coding SK. I mean if it's letter for letter, same spacing, obviously copy pasted you have a case.

But earlier you've been asked for proof and you haven't came forward... You just say he stole your idea.

I totally agree, i've said it once, and i'll say it again... Where is the proof?
and:

"you can't put copyrights on ideas"
