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Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Fri, 23 Dec 2005 04:54:23 GMT

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Renx wrote on Thu, 22 December 2005 00:54: That's wrong. You would need specific permission from Nintendo to use the material. For example they could let you make the mod and use the characters from the game, but not allow you to use the correct Nintendo specific names. The bottom line is the creator of the game the mod is being made on will be potentially making money off of Nintendo's ideas and material. Simply giving credit just doesn't cut it in the modding world anymore.

I'm not sure if this actually applies here, I just felt that I should correct that.

Hm, I thought I addressed that here:

Hydra wrote on Thu, 22 December 2005 00:28: ...Nintendo doesn't have a problem with you creating a mod based off its copyrighted intellectual material for a competing company's game engine....

I probably could have worded that better, but I'm pretty sure I addressed what you said.

Anyways...

RetardinI mention EA in my copyright, the copyright cover our code, models, textures. Check my wbesite, bottom of page, use online translator, my copyright doesn't mean dick.

The english translation of your "copyright":

Quote:Count: 6497

Type: OTHER

First name: Renaud

Name: Sury

City: Waterloo

Country: Belgium

Joint author: \*\*\*\*

Seul\_ator: not

Titrate: CnC Reborn

Description: It acts of a modification of Command & Conquer Renegade, play deposited at EA (MT). CnC Reborn comprises models and universe based on the play rts, Tiberian Sun.

Nowhere do you list specifically what is or even can be copyrighted in your pathetic excuse for a mod nor do you differentiate between what is yours and what is EA's.

You also fail to mention how you're not copyrighting something based off someone else's work.

Would any court of any country even consider this a serious legal document?

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