Subject: Re: xmas break project update
Posted by jonwil on Fri, 23 Dec 2005 21:31:34 GMT
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I hold the copyright on those files (scripts.h etc) so I can use them under a different licence (in addition to the licence for the scripts.dll)

I wont be going sue crazy, all I want is that mod teams respect my work and release such source code as is required by my licence.

Up until 0.993x when RenAlert added scripts3.dll, everything was perfectly fine. All mods including RenAlert were following the licence. In 0.993x, the renalert team added a new closed source scripts.dll and have rejected all calls to give the full code for it to a trusted-third-party so that it can be established if they are using my code or not. (I am making no statement either way as to whether they used my code for the closed-sourde scripts.dll, just that they may have done)

I am not picking on any one mod team here. If reborn were violating the licence, I would enforce it. (in fact, at one point in the distant past before the current team came along, they DID violate it but they fixed it right away)

Ever since I jointed the renegade community, my goal has been simple. Poke into the depths of the renegade engine. Find out how it works. Produce enhancements to make it better. And, tell the whole world about my discoveries.