Subject: "We all know you hate something better than yours" Posted by Sir Phoenixx on Fri, 22 Aug 2003 02:46:40 GMT View Forum Message <> Reply to Message

xSeth2k2xIm sure thats not what Westwood's purpose for thoose model's were.Why do people realse source models? For people to LEARN from...Not for people for peple to hold forthemselfs. No. You don't learn anything from something that's already complete. You can't learn how C works by looking at the Quake 3 source code, you also can't learn how to skin by simply looking at someone's skin.

Companies release the source of their games when they know they will not make any profit or gain anything from keeping it to themselves. id Software released the source code to Doom, and all of their current Quake games except for Quake 3 for free to the public. Why? Because it no longer benefited them, the engines were obsolete and there was no point in keeping the source to themselves.

When you create a model and skin it, and release it to the public for others to use, you're giving it away because it doesn't benefit you if you keep it for yourself, and it would actually benefit you more if you were to give it away.

Keeping the sources for the maps would benefit ACK alot more than if he were to just give it away.

xSeth2k2xIf companys held the SDK and modkits for games to themselfs do you think he game would be more popular?

We're not talking about SDKs or MDKs, we're talking about the actual source for the game, the base of the game, what they used to compile and put together to form the game.

xSeth2k2xYou jsut made your first model that you spent hours on, you register up on the forums and post it and it get told its shit and basiclly quit modding(or the game) the community loses a potiential contributer or mods.

If you can't take a single comment from one person, and quit because of it, you shouldn't be here in the first place.

xSeth2k2xAnd you start a flame war over silly thign s such as a simple typo or gramer error or somone who says MOD or NOD.

Correcting someone's grammar doesn't in any way make a flame war. It's the reply to his correction that starts the flaming. Person A corrects Person B's spelling: "Remember, it's 'things", not "thign s", and Person B replies with: "hey dumass i dun't hav good englisch stupidt, blah blah blah.". The flaming started with Person B's reply, not Person A's corrections.