
Subject: Should we fix jumping on barracks on Canyon?
Posted by [Deactivated](#) on Fri, 02 Jul 2004 11:07:25 GMT
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Eg. you wanted to be credited because Eric Kearns "saw your Hand of Nod post" and decided to share the old Renegade assets.
You should be credited simply because he read your post?

Actually, Eric was reading the Commando Nod Turret post and that eventually led to releasing the assets (by both you Aircraftkiller and Kearns).
<http://www.renegadeforums.com/viewtopic.php?t=10399&postdays=0&postorder=asc&start=100>

Eric is the original author of these assets and by no matter how the assets were edited or copied, the copyright is hold by him and Westwood Studios/Electronic Arts.
You can't simply erase somebody's name from a table and stick your name on it.
Also remember this..

Eric Kearns - former Westwood Studios Lead Artist for C&C Renegade
My two cents...

Anything that Westwood made and is out there for Renegade should be freely distributed. Who made these Westwood assets no bearing on the issue. If someone wants to keep these models and not distribute them to the community then it's everyone's lose. The idea of having a mod community to me means everyone shares assets and everyone tries to make their own cool maps using the assets (or their own new ones). If someone wants to keep certain items under their thumb and not let everyone play with em then shame on you. Be a pal and let these people share the fun.

It's simple. I'll find a way to post all the stuff I have so everyone and their mother can get it and use it. If someone wants to run around claiming it was something they made then I'll call their bluff and we'll be done with it.

Now I would figure there would be some opposition to this idea because people are keeping some goods to themselves claiming they have a right to keep certain things private to their mod. So fire away or flame it up or whatever it is that you want to do with such fodder.
