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Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Thu, 22 Dec 2005 04:28:46 GMT

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rm5248 wrote on Wed, 21 December 2005 16:26 I'm slightly confused here... Creating a Red Alert mod for Renegade is fine, but doing it for BF2 is not, because then you would be in violation of EA's copyright?

It'd be perfectly alright to make it for BF2 since BF2 is another EA product. You can't say you came up with the idea of C&C in the first place, nor can you try to copyright whatever material you make for the mod since it's for an EA product based of EA's copyrighted intellectual property.

Quote:So if I made a mod for Renegade based off of Mario Kart 64, I would be in a violation of copyright?

As long as you give credit to Nintendo for creating the Mario Kart concept in the first place; Nintendo doesn't have a problem with you creating a mod based off its copyrighted intellectual material for a competing company's game engine; and you don't try to copyright your material, you wouldn't be violating anything.

Just like Blizzard did with Xel'Naga Vengeance, if Nintendo had a problem with a Mario Kart mod for a competing company's game engine like EA's Renegade, Nintendo could shut the mod down.

Now, the mod team could go the route of changing the mod's name as well as every little aspect of it that resembles Mario Kart 64 and get around any copyright violations, but then it wouldn't be a Mario Kart 64 mod.

Retarded6 could try copyrighting Reborn if he changed every aspect of the game that closely resembles Tiberian Sun. Even then it would get dicey with the fact that he isn't creating this mod for his own original game engine; he'd still be using EA's copyrighted property as a major part of his mod.

Nevertheless, his "copyright" still means dick.

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