
Subject: Re: xmas break project update

Posted by [jonwil](#) on Fri, 23 Dec 2005 06:29:43 GMT

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My new leveledit actually makes code changes. As far as I know, leveledit dev just changes the resources around to enable the hidden menu options, it doesnt fix bugs (like the always2.dat not loading properly bug, the "crash on loading non-existent w3d file" bug etc) OR add new features like reading scripts.dll from the renegade folder.

Also (for the new leveledit version 1.0.0.5 that I may be doing), I need to confirm the load order of always.dat, always.dbs, always2.dat and *.mix to confirm that it reads files in the same order as renegade itself does (I am 99% sure its right) but I need to check.

As for the licence of the scripts.dll, here is what I say in the readme.txt file for the scripts.dll 2.2.2:

Also, in order to meet the licence obligations for the scripts.dll, I ask that you:

1.Link back to <http://www.sourceforge.net/projects/rentools/> and Credit me for creating the scripts.dll

2.if the DLL is modified with your own scripts, include the complete source code to the dll either directly in the mod zip or as a seperate zip next to the mod zip on the download page). This applies even for beta-testers (give the source to any beta testers)

and 3.if the DLL is unmodified, linking back to <http://www.sourceforge.net/projects/rentools/> should be sufficient to satisfy the "distribute source" requirements.

See the file COPYING for the actual text of the GNU General Public Licence which the scripts.dll is licensed under.

I am granting a special exemption to the GNU General Public Licence such that you only need to release source for anything in the same binary module as the scripts.dll code

Said "COPYING" file IS included in the 2.2.2 zip file on sourceforge BTW.

This licence says "if you use code covered by it" (i.e. the scripts.dll source code), all code in the same binary module (e.g. .dll on windows or .so on linux) must be made open source.

The exemption specifically says that its ok to use this code with binary modules that are not open source and do not contain scripts.dll source code. (which includes bhs.dll, server.dat, game.exe, renalert.dll from renalert, bandtest.dll, mss32.dll etc). So, EA does not have to open source anything because the licence specifically says it is ok to link with closed source modules as long as they dont include scripts.dll code. (which they dont)

However, just to make it 100% clear, when I make scripts.dll 2.2.3 I will add headers to each file (and to the readme.txt) clearly spelling out the copyright and licence terms (so that its not burried away at the bottom of the readme file anymore)