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Multi-Player Game- Counter-strike

A few people over the Internet decided to sit down and create something cool, something that they wanted to play. They did this with the knowledge that they might never see a dime for their hard work; they did it just for the fun of the ride, and they produced the multiplayer juggernaut that is today's Counter-Strike. This is a first-person shooter style multiplayer game where two teams, terrorists and counter terrorists, battle it out in a pseudo-realistic world with equally realistic weaponry. It is the world's most-played multiplayer computer game to date, as over 1.7 million players spend more than 2.4 billion minutes a month in the game. Its roots are firmly set as a user-built modification of another game. The ability to modify an existing game (in this case, the very modification-friendly Half-Life) was the medium through which Counter-strike, and countless other "mods" (as they are known in the community) are created. Due to that very thing, other users of such mods are even able to further modify them, usually in the way of first-person weapon 3d model replacements and new player models (both of which are usually called 'skins' in the communities - even though that is technically incorrect. A skin in this sense is just the 2d texture counterpart to a 3d model). There is a rather large sub-culture that is mostly dedicated to producing new weapon model replacements for Counter-Strike, who again pour their time and energy into creating new models, animations, textures (and sometimes new audio files) for the community, and expect nothing in return but recognition. It has worked out pretty well for everyone involved; people got to try new things, and those who wished to create had a medium to do so. That is, until recently....



Reviewed:

There have almost always been 3rd parties that took the best of the best replacement models, and repackaged them into a single consolidated file to download for convenience. This in itself is not a problem, but there are people now who strip these models of their creators credits and repackage them in such a way that people, who don't know otherwise, would think the repackager was the sole creator. To further compound the matter, they only offer this package under their website that requires payment to gain access. On the outside this might seem like a relatively simple case of copyright infringement, but it is more complicated than that. Almost without exception, all of these gun replacement models are modeled after real-world weapons. Without probably equal exception, none of the creators of the models asked permission from the various companies whose guns they had recreated

-by [Alex Wright](#), Digital Times® staff writer and 3d modeler for Progrium Software.

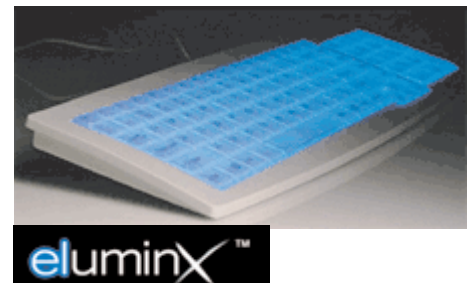
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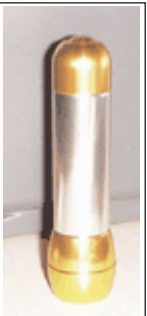
CES 2003, Las Vegas, NV

my FAVORITES



What a fabulous show the Consumer Electronics Show was this year, with 100 international vendors and 250,000 attendees. I will tell you about some of the c-o-o-lest things there...like the eluminx keyboard, for one thing. The keyboard illumination is provided using flat panel ElectroLuminescent technology. It has Laser printing key-caps for longer wear and is compatible with Windows 95/98/2000/XP/NT/ME, IBM PC.

I Scored: This beautiful white and yellow gold halogen LED flashlight in polished aluminum casing is powered by 3 AAA batteries. The company is Powerline Industrial Ltd. in Hong Kong and offers many products, including wireless high-tech security cameras for the home.. Check it all out [Here...](#)



Multi-Player Game-Counter-strike

Continued...

in the 3d game world. They are unauthorized derivative works, but done solely as fan-art for the most part. No money had traded hands, just the work that it took to create them. So this leaves the community creators with very little option to do anything about these people who would take their hobby work, turn around, and sell it to people who don't know any better, which is where the community is today-trying to get these people to, at the very least, add proper credits. A goal of eventually working in the videogame industry is true for almost all of these artists; having their work striped of their name and published to the public could have a realistic, direct impact on their fate as professional game developers.

The future most will most likely hold as much for these communities of gamers and artists as the past has, despite those outside parties who would leech off their time and work. The internet is a land where anyone can do almost anything, and it flows both ways. The freedom to create these communities of people from all over the world to share their interests and talents, also serves as a medium for those who would take advantage of them. Fact of life as it may be, it seems too bad that we all just can't get along.

-Alex Wright
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In addition to its free Internet distribution, Counter-Strike has sold 1.3 million shrink-wrapped copies at retail; in 2003 a version for Microsoft's (MSFT) Xbox will hit the stores. -editor

The world's first inflatable stereo system ...

Making their debut at CES 2003, the HotAir™ Subwoofer system features a subwoofer and inflatable speakers. Because of their unique design, they're perfect for travel, dorm rooms or for use poolside. When inflated, the satellite speakers stand nine inches high. Deflated these speakers are a mere two inches—perfect for a backpack, briefcase or beach bag!



Ellula HotAir Speakers are the only speaker systems in the world that use an inflatable form to produce sound. Turn your portable CD player into the world's first space-saving inflatable stereo system. The system comes in various styles, looks like lots of fun to have, and can be connected to other systems including desktop and laptop computers, MP3 players, the X-Box, the PlayStation2, Gameboys—basically any piece of equipment that allows for the hook-up of external speakers. The HotAir™ Subwoofer system retails for \$99 and is currently available online at www.ellula.com.

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