

Forged Alliance Forever

Vault guidelines/restrictions for map uploading and author rights documentation.

Welcome to the Guidelines Document for the Map Vault for Forged Alliance Forever (FAF), the community ran multiplayer continuation project for Supreme Commander; Forged alliance. By uploading content to the FAF map vault located in the client, you hereby agree to follow the rules, regulations, and restrictions (or any other binding) laid out here.

Repeated misuse or breaking of these said restrictions is subject to moderation action by that of FAF's Moderation team, or the team set in place by the Maps and Mods (M&M) Councilor, whoever that may be at any given time.

Uploading Agreement:

This summary is for ease of use and is expected to be adhered to when uploading content to the FAF map vault. In the case of any dispute, the Maps and Mods (M&M) team hold authority on the outcome and may be called in to moderate any potential dispute. If you feel unfairly treated by the decision, or the matter is not resolved in an acceptable timeframe, the FAF moderation team may also assist in resolving the dispute. Repeated or intentional failure to follow this agreement may see your ability to upload content revoked, and may also lead to action against your client account if deemed appropriate by the moderation team.

Ranked maps that hold a very intentional imbalance - either hidden or not - and give a very blatant advantage to any one player or team, and are expected to be used for ranked play for either team or 1v1, are not permitted.

Minor imbalances, like minor differences between distances, or slight reclaim differences, that can be seen as a fault by the editor or by lack of experience with their editing software, are not classed as cheat maps. However, if the uploader(s) wish to submit them for consideration into official capacity, for example the ranked ladder pool. They might be asked to correct these aforementioned imbalances.

Asymmetrical maps that attempt to provide a fair playing field are not considered to be "cheat maps"

Intentionally unranked maps, maps denoted as being curated for a Player vs Environment (PVE) experience, or otherwise declared as being imbalanced for fun are also not considered cheat maps. However these may be subject to "Unranking" by the moderation or M&M Team at any time, preventing players from using them for ranked play.

Naming and Descriptions for map related content are subject to the same filters on profanity and other slurs as the FAF client/chat. Any reference to Illegal, Pornographic, Discriminatory, as well as reference to commercial advertisement or use of copyrighted materials is not permitted and content that breaks these rules may be subject to removal from the map vault at any time and without warning.

In the event of the use of the work of another author or authors, credit to the aforementioned authors(s) in the description of the content (if reference to the original uploader is easily locatable) is highly encouraged. Uploads with minor changes to maps are subject to removal upon request of the original author to the M&M teams if they are deemed not in the bounds of a remake/remaster or lawful edit in the Intellectual Property (3) Section of the mapping guideline documentation.

The use of the Adaptive prefix is bound solely to the inclusion of the Adaptive Mapping Framework in the map's script.lua, and any use of the said prefix without the framework may be deemed as broken and the map may be subject for removal from the vault at any time and without warning.

Maps of too low a quality, as defined in the Map Quality (2) Section of the mapping guidelines may be hidden at any time without warning, furthermore, maps tested and found to be broken, as well as outdated versions or incorrect use of the versioning system, may also be subject to removal at any time.

In the case of any removal or unranking, the process is to be kept and documented by the M&M Team. In the event of a successful appeal, the content is eligible to be reinstated at any time.

1. **upload** rules

1a. what is a cheat map and what is not (asymmetrical, etc)

1b. naming conventions, what isn't allowed in a map name

1c. description conventions, what is required and what isn't allowed in a map description

1d Can i appeal these

1da. Who runs the appeal process

1db. Can i appeal their choice (on subjective matters)

2. map quality

2a. basic map requirements

2b. what makes a map of low quality (objective)

2c. what makes a map of low quality (subjective)

2d. what makes a map of so low quality it becomes unrated

2e. what makes a map of so low quality it becomes hidden

2f. what makes a map of high quality

2ga. who audits map quality, and their credentials

2gb. can i appeal this process (and a second opinion audit)

2gc. who do i contact if i feel my style/map/methods are being targeted

2gd. where can i see a list of audited maps

2ge. where will an author be contacted if a map is needing a fix

2gf. where/who do i contact if i have not been contacted prior to content removal

2fa. can i report a map to the team/how

3. intellectual property

3a. what is map theft

3ab. content removal after map theft

3ac. collaborative works

EDIT: 3aca. removing/replacing collaborative content

3b. alternative versions of other peoples content

3ba. content removal after alternative versions of other peoples content

3c. adding adaptive map scripts to other peoples content

3ca. content removal after adding adaptive map scripts to other peoples content

3d. uploading fixes of other peoples content

3da. content removal after uploading fixes to other peoples content

3e. who audits versioned content, and their credentials

3ea. who do i contact if i feel my intellectual property has been mishandled

3eb. can i appeal the intellectual property mishandle audit

3f. content licensing, and what counts as content licensing

3fa. abuse of content licensing, and how to report it

4. the mapping(and modding?) team

4a. a team members level of authority, and who is a credible source of information within the team

4b. can i report a team member, and to whom

4ba. can i report the team as a whole, and to whom

4c. can i become a team member

4ca. can i become a higher up in the team's structure, and how

EDIT: 4d. conflicts of interest