
Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 07 Nov 2002 18:21:00 GMT
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Alright, for some of you this post will be stupid, but this really...really..REALLY needs to get outim getting at least 3 e-mails a month with people asking me if im still working on this mod, when it will come out, and if im not working on can i send them the models...well heres the news#1 i left the Renegade community because i wasn't happy with how people acted and the lack of help#2 there is NO release date since i left and the mod with me#3 i do NOT...repeat..do NOT!!! give out models ive made OR have, because people have a tendancy to be liars and not give creditBUT if you wanted to play this mod and u were looking forward to it, the mod is NOW located in Battlefield 1942, and its going to be alot better with all the stuff i can do in that gameSo the mod isn't dead, its just movedSO PLEASE STOP E-MAILING ME AND ASKING ME FOR MY MODELS OR IF IM STILL WORKING ON THE MODits hard to believe i had a total of about 40 e-mails or so asking about the mod, and yet hardly any of you helpedand if u have no idea what ZERO: Stolen Property was about, well then just ignore this threadif i seem to come across with an attitude im sorry, but it gets annoying answering the same questions over and over, so if your one of the people who has e-mailed me, theres your answer

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 07 Nov 2002 18:29:00 GMT
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Why don't you just go away? No one cares if you switched games, or just left to begin with.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 07 Nov 2002 18:49:00 GMT
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Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 07 Nov 2002 21:10:00 GMT
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quote:Originally posted by aircraftkiller2001:Why don't you just go away? No one cares if you switched games, or just left to begin with.hes just trying to stop the e-mails and give people the answer before they go to the trouble of asking, so STFU

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 07 Nov 2002 22:04:00 GMT
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Can't you just put them up somewhere on the net available for download? I mean nearly everyone knows you made it and if people lie they're d-i-c-k-s and many people would just download it knowing they didn't make it.Or wait till that w3d importer comes out then sign it.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 07 Nov 2002 23:14:00 GMT
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quote:Originally posted by Maimer1: quote:Originally posted by aircraftkiller2001:Why don't you just go away? No one cares if you switched games, or just left to begin with.hes just trying to stop the e-mails and give people the answer before they go to the trouble of asking, so STFUBig deal, let them ask.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 07 Nov 2002 23:41:00 GMT
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quote:Originally posted by aircraftkiller2001:Why don't you just go away? No one cares if you switched games, or just left to begin with.I agree.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 08 Nov 2002 03:00:00 GMT
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quote:Why don't you just go away? No one cares if you switched games, or just left to begin with. Here, Here ACK well said

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 08 Nov 2002 18:34:00 GMT
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quote:Originally posted by aircraftkiller2001:Why don't you just go away? No one cares if you switched games, or just left to begin with.Just wondering but.... if no one cares then how come he was getting e-mails?

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 08 Nov 2002 18:54:00 GMT
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Here, Here NameHunter well said...sry just had to say it

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 08 Nov 2002 18:56:00 GMT
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And to add to the "Let them ask", then why do you get so ****ed off when people ask how many Nod turrets are controllable in that one map? Let 'em ask.....

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 08 Nov 2002 22:19:00 GMT
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One question... is this a really old idea or something that just never became popular? I've been browsing these forums for over 6 months now, and I practically visit every day. Just wondering why I've heard absolutely NOTHING about this mod. Either way, what was it meant to do/be?

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 08 Nov 2002 22:31:00 GMT
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So, what you're trying to say is that it is no longer for JK2?

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 08 Nov 2002 23:14:00 GMT
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quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001: Why don't you just go away? No one cares if you switched games, or just left to begin with. Just wondering but.... if no one cares then how come he was getting e-mails? Because they didn't know he had switched, because obviously no one cared enough until just now.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sat, 09 Nov 2002 03:24:00 GMT
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You are making it for Battlefield: 1942? Cool, I just bought BF yesterday. Can you give me a link to the mod site?

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sat, 09 Nov 2002 06:56:00 GMT
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quote:Originally posted by npsmith82:One question... is this a really old idea or something that just never became popular?I've been browsing these forums for over 6 months now, and i practicly visit every day. Just wondering why i've heard adsolutely NOTHING about this mod.Either way, what was it meant to do/be?Z:SP was a mod based on Halo, a bit into the future of it. It was semi-popular but never got enough help to really get off the ground. It is a fairly old idea, acutally dated back to before the mod tools if i remeber right. We did attempt to revive the project some months ago and almost had enough people.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sat, 09 Nov 2002 09:27:00 GMT
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hehe, wasn't there like a beta or something that went out?

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sat, 09 Nov 2002 11:24:00 GMT
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well seems this thread has turned into nuthing but spam, o well...but yea the mod is now in BF1942 so if u want to play the mod, thats where it will beand even though i said im not releasing my models someone still asks, figures...the models will not be released, if you want to see my work in progress for the mod go to <http://www.forummatch.com/forum/showthread.php?s=&threadid=16796>if any of u want to contact me (people like NameHunter! =OP)AIM - ZeroX393MSN - SpartnII@hotmail.com

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sat, 09 Nov 2002 14:18:00 GMT
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Your MSN is also your e-mail that you check right (I know some people have e-mail and then an MSN one)?

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sat, 09 Nov 2002 17:31:00 GMT
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Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Fri, 15 Nov 2002 21:16:00 GMT

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I've extracted the models from their .pkg format (elite + mchief) and use them freely...hahahaha

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:03:00 GMT

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Booth...so another words your saying that your a worthless piece of **** and u stole another persons work?congratulations you've stopped to the lowest form of modding...all i have to do is a send an e-mail to Alex Wright that u stole his model and u would be in DEEP ****..i suggest u don't do anything with either of those models unless u want get in alot of trouble

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Sun, 17 Nov 2002 15:50:00 GMT

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most likely youll get blamed for stealing if someone sees your work in someone elses map before they play yours, its wrong to take somthing if you dont have permission. is it ok to steal a tv from sony cus they might think you appreciate their work???

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Mon, 18 Nov 2002 00:28:00 GMT

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You know after looking at this i have to laugh yes people that still other peoples models are *** and should be shot yet on the other hand people that wont share models are equally ***> why dont you take it as a compliment that pp want to use your model and let them who cares if they give you credit or not does it make you lees of a man Anyone that wants to use any of my stuuf they see in my maps is welcome to it i really dont care hell ide like to see my stuff in other maps that maenas people apreciate my work more but instead a bunch of you want to freeakin be glory hounds instead of making the game that much better

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Mon, 18 Nov 2002 19:18:00 GMT

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same here, i visit this forum since like january, and ive never heard about this mod, and if i did, it wasent good enough to remember, sry man

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Mon, 18 Nov 2002 20:03:00 GMT
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ive been here since march and I saw it and I recognized the name immediately

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Mon, 18 Nov 2002 23:40:00 GMT
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Hey I never said I took credit all I do is use them in MY game in other words I don't submit them or use them in maps... I mean as if I'm that stupid and even if I did take credit I'd know I didn't make it which doesn't make me proud and in the end no one except Alex Wright made it.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Tue, 19 Nov 2002 13:13:00 GMT
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ack dont get so mad... if he posts something here and its a waist is it taking up space in your comp. dont look at it. dont post to it. just let it be.

Subject: The News of ZERO: Stolen Property
Posted by [Anonymous](#) on Thu, 21 Nov 2002 13:24:00 GMT
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why do i get mad?...because i spent time trying to get this mod going when the only help i really got was "I WOULD LOVE TO HELP!!!!...but i don't know a thing about modding "...that gets annoying..srry but it does...and the way people (such as ACK...Mmm_Cheese and all the other assholes of the past) treated people it gets annoying...and besides..most of the people WERE(im saying were because i don't know how it is now, and everyone might of changed) *****y whinny and impatient...and u know what?...when i announed the mod was dead...the first few people to respond didn't even say sorry that the mod died and they just wanted the models....the way the community treated me i didn't feel that they deserved the models...but i have better uses anyway..i might release some of the models thoughbut also giving Credit IS a big deal...i really don't mind if people use the models i have to be honest..just as long as they give credit for who did the model..tis all i ask...but as i said i might release the models to the community...its seemed like u guys have changed and the community isn't as bad as it wasbut anyway im going to end it here...when u guys read it ull just be like "O! hes just *****ing im going to tell him to shutup"...well yea u know what...u guys asked why im not releaseing the models and i gave u an answer...so don't tell me im *****ingand also u guys who are saying "ive been here for a while but never heard of your mod, i guess u were'nt that good" do u think that needs to be said?...your just *****ing me off by saying i wasn't that good...well if u can look at these<http://halo.bungie.org/misc/bf1942mod/images/MasterCFinal.jpg><http://halo.bungie.org/misc/bf1942mod/images/MarineFinal.jpg>

gie.org/misc/bf1942mod/images/EliteWTail.jpghttp://halo.bungie.
org/misc/bf1942mod/images/PRifle.jpghttp://halo.bungie.o
rg/misc/bf1942mod/images/Rifle.jpghttp://halo.
bungie.org/misc/bf1942mod/images/ScoutConcept2.jpgand can tell me that they are'nt
good...then thats fine..but u don't have to say it....i know when u guys said that u probly were'nt
intending to offend me..and im cool with that...but yea ill end it here [November 21, 2002, 13:32:
Message edited by: SpartanII]
