

---

Subject: Halo mod

Posted by [mike9292](#) on Fri, 25 Apr 2003 23:04:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

after entering a Halo tournament (and came in 3rd place) i was thinking about making some halo models and putting in game. My first model will be the shield that the marines have in the ship so anyone want to bone them?

---

---

Subject: Halo mod

Posted by [mike9292](#) on Fri, 25 Apr 2003 23:11:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

marines bunker thing is finished

---

---

Subject: Halo mod

Posted by [mike9292](#) on Sat, 26 Apr 2003 02:59:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

..

---

---

Subject: Halo mod

Posted by [Halo38](#) on Sun, 27 Apr 2003 09:59:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Don't know why, but i like the sound of this.....

(Although I have never played the game )

Wouldn't there be some copy right issues though??

---

---

Subject: Halo mod

Posted by [ArUsH4nll](#) on Sun, 27 Apr 2003 10:45:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ya...thats what i thought

but maybe it will be O.K

---

---

Subject: Halo mod

Posted by [\[REHT\]Spirit](#) on Sun, 27 Apr 2003 15:46:59 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

There are issues, you will need permission. I know of another guy that attempted this, but due to lack of support he left.

If you can get this going, I will support this, and maybe even get that guy back here (he's a modeler, and a fairly good one).

If you got ICQ and get permission for the mod, I'll be very willing to give you scripts.

---

---

Subject: Halo mod

Posted by [mike9292](#) on Sun, 27 Apr 2003 16:38:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i wouldnt think there are copy right issues if we make the model and stuff ourselves

---

---

Subject: Halo mod

Posted by [Sir Phoenixx](#) on Sun, 27 Apr 2003 18:53:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mike9292i wouldnt think there are copy right issues if we make the model and stuff ourselves

There are copy right issues here even if you make all of the HALO models and stuff yourself. You'll still be using their name ('HALO') logos, characters/vehicles/weapons(names, appearances, etc.), etc. All of which are their properties. If they find this mod, and you didn't get permission they would most likely send a cease-and-decist letter (e-mail) to you/webmaster/etc., if you don't comply with it within the time limit they have set, they could take you to court.

---

---

Subject: Halo mod

Posted by [Cpo64](#) on Tue, 29 Apr 2003 18:41:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Its not like you are selling it, or making any profit, but then again, they could say you are causing them to lose profit, because people might just play the mod instead of purchasing the game, so, in reality, I have know idea...

---

---

Subject: Halo mod

Posted by [PiMuRho](#) on Tue, 29 Apr 2003 20:15:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

A company has to be seen to be defending their copyright even if it's for a free mod, or they may lose out if it ever came to a commercial case.

---

---

Subject: Halo mod  
Posted by [NeoX](#) on Tue, 29 Apr 2003 20:35:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think that that is bull but you could always just rename the stuff the is a halo mod for BF

---

Subject: Halo mod  
Posted by [PiMuRho](#) on Tue, 29 Apr 2003 22:08:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

NEOXMATRIXI think that that is bull but you could always just rename the stuff the is a halo mod for BF

Ok then, I'll bow down to your superior knowledge of the subject. You're obviously far more experienced in game development and intellectual property than I ever will be. :rolleyes:

---

Subject: Halo mod  
Posted by [Sir Phoenixx](#) on Wed, 30 Apr 2003 01:09:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cpo64Its not like you are selling it, or making any profit, but then again, they could say you are causing them to lose profit, because people might just play the mod instead of purchasing the game, so, in reality, I have know idea...

Is it just me, or are there VERY few people on this board that actually know anything about copyrights?

Money has nothing at all to do with this. It is still illegal, and you are still infringing on their copyrights if you sell it or not.

PiMuRhoA company has to be seen to be defending their copyright even if it's for a free mod, or they may lose out if it ever came to a commercial case.

Yeah... That is if you can prove that they havn't done anything about some other infringement of their copyrights.

NEWXMATRIXI think that that is bull but you could always just rename the stuff the is a halo mod for BF

Oh yeah, this is "bull". Why? Because you're too fucking stupid to comprehend anything.

---

Subject: Halo mod  
Posted by [England](#) on Wed, 30 Apr 2003 01:23:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In all honesty Who cares about fukin copyright.

Dude, post some images of that model you skinned

---

---

Subject: Halo mod

Posted by [Aurora](#) on Wed, 30 Apr 2003 01:24:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well...

Halo is coming to PC in a couple months

What makes Halo...Halo is it's incredible physics engine.

Just putting models in the game isn't enough. When I play Halo i play because if i shoot a rocket at someone, they fly into the air, and if something explodes, things around it go flying.

Just having Models isnt enough...

No offence, but i think ill wait for HaloPC.

---

---

Subject: Halo mod

Posted by [Sir Phoenixx](#) on Wed, 30 Apr 2003 01:38:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

EnglandIn all honesty Who cares about fukin copyright.

Dude, post some images of that model you skinned

Oh yeah, who cares that after there has been alot of work done on a mod, many many hours spent, hyping it up, that one day you could get an e-mail stating that you have to stop producing the mod and take down the site or they will sue. Many hours wasted, people's respect for the team lowered, but hey, you don't care.

---

---

Subject: Halo mod

Posted by [NeoX](#) on Wed, 30 Apr 2003 02:09:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol sry i wasnt talking to you i ment to say that the copyright is bull about the companys cuz there is already a holo mod thats what i was saying sorry but the have been many mods ic Ren Alert is that not copywirhgt then??? im asking cuz i trully do not no the anser sorry for looking like an ass.

---

---

Subject: Halo mod

Posted by [L3f7H4nd3d](#) on Wed, 30 Apr 2003 02:18:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If EA had a problem with Renegade Alert, they would have stopped us a long time ago. We're keeping a franchise inside a franchise, nothing at all wrong with that.

---

Subject: Halo mod

Posted by [Sir Phoenixx](#) on Wed, 30 Apr 2003 12:27:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

NEOXMATRIXlol sry i wasnt talking to you i ment to say that the copywright is bull about the companys cuz there is already a holo mod thats what i was saying sorry but the have been many mods ic Ren Alert is that not copywirhgt then??? im asking cuz i truly do not no the anser sorry for looking like an ass.

There's another halo mod? What game? Show them the site of this other halo mod and see what they do.

Red Alert is copyrighted. But EA has chosen to let us use the stuff from their Command and Conquer games, but this in no way means that they will let us use the stuff from other EA games, or that other companies will do the same.

---

Subject: Halo mod

Posted by [England](#) on Wed, 30 Apr 2003 12:30:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

As long as he doesnt use the HALO Name in the Mod title, then he is fine.

Its the same with the UT2K3 conversion of Star Wars, Lucas Arts didnt say nothing cos the Modding Team a) werent selling it b) didnt use Star Wars in the Title

---

Subject: Halo mod

Posted by [NeoX](#) on Wed, 30 Apr 2003 12:33:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.planetbattlefield.com/innercircle/> thta the site

---

Subject: Halo mod

Posted by [Sir Phoenixx](#) on Wed, 30 Apr 2003 12:58:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

EnglandAs long as he doesnt use the HALO Name in the Mod title, then he is fine.

Actually, no... But nice try. Just changing the mod's name wouldn't make it alright. The mod would still contain stuff from the HALO game, like their weapons, vehicles, logos, character names, etc. It would still be infringing on their copyrights.

EnglandIts the same with the UT2K3 conversion of Star Wars, Lucas Arts didnt say nothing cos the Modding Team a) werent selling it b) didnt use Star Wars in the Title

-> a) Rather or not they're selling it has nothing to do with rather or not they're infringing on their copyrights.

How about...

c) They could be allowing them to use their stuff? Just like how EA is letting us use the material from other CnC games. Does this mean other companies will allow you to use their material? Not even close.

d) Or they just have never noticed this mod? Maybe it has never been brought to their attention.

---

Subject: Halo mod

Posted by [PiMuRho](#) on Wed, 30 Apr 2003 14:25:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lucasarts, Fox and Disney have a long and well-documented history of shutting down mods using their property. Changing names won't make any difference.

---