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These search terms are highlighted: zdaemon illegally distributes These terms only appear in links pointing to this page: mancubus

MancuNET Community Message Boards

Unidoom => News => Topic started by: Ralphis on April 13, 2006, 01:52:18 am

Title: **ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Ralphis on April 13, 2006, 01:52:18 am**

The following are emails exchanged between I and T. Hollenshead of ID Software. They have not been altered in any form:

Mr. Vickers,

If what you're saying is true, then **ZDaemon** would be inducing users to **illegally** download copyrighted property of id Software, in violation of the end user license agreement for any and all of the games you mentioned and also in violation of the license under which the DOOM source code was released (which I presume they use). As you have pointed out, "classic" DOOM titles, as well as Hexen and Heretic, are still sold commercially today on the id Software website, as well as other places. However, "commercial viability" is not a prerequisite for copyright infringement.

Regards,

Todd Hollenshead

At 09:11 PM 4/11/2006, you wrote:

> Dear Mr. Hollenshead,

>

> Forgive me for not knowing exactly who to send this to email to but I'm sure you can answer and address the issue just fine. Allow me to jump right to the point. A multiplayer source port of the classic Doom engines, **ZDaemon** (<http://zdaemon.org>) uses a utility called GETWAD built into its launcher that finds wads for its users. While this is a great utility it **illegally** obtains any IWADs needed to play as well (Dooms, Hexen, Heretic). This issue has been brought to the dev team multiple times over an extended period of time and they have taken no action.

>

> As the classic Doom titles still appear to be commercially viable (Doom Collectors Ed.) I was curious as to your stance on this utility. Thank you for taking the time to read my email.

>

> -Ralph Vickers

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **leileilol** on **April 13, 2006, 01:57:52 am**

not surprised

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Nautilus** on **April 13, 2006, 02:01:04 am**

With some understanding and knowledge, any sane mind would agree that the **ZDaemon** administration is most definitely one that is venal, unacceptable, and that has reached a new, low extreme. It's anyway probably allowing for IWADS to be downloaded just to leverage its player base in vain.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **leileilol** on **April 13, 2006, 02:06:33 am**

Actually this getwad thing has been going on for years, it's just that they think "id software doesn't care as it's an old game anyway and they probably dont mind us distributing it err i meen having a utility to automatically google up the files needed blah blah lol"

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **AlexMax** on **April 13, 2006, 02:20:03 am**

I knew about this when I played **ZDaemon**, and just played good samaratin by not playing on the servers until I got DCE. But I was one of the few people on **ZDaemon** who was awesome, as I'm sure there are people who were (and still are) less awesome than me **illegally** obtaining wads for games they never owned. It's probably the only reason they're doing Heretic CTF, since with pirated copies of Heretic floating around (since nobody has the original version), they can actually make it viable.

Also, another fun fact, **ZDaemon** also allows users to load custom WAD's with Doom Shareware. This is also against the wishes of iD.

All in the name of a bigger userbase, eh **ZDaemon**? Keep the pesants happy, even if it's not the right thing to do or ethically bankrupt. Where have we come into this style decision making before?

(Oh, and I bet you never credited Luigi for finding that security vulnerability that you fixed in 1.08.02 for, am I right?)

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Ant P** on **April 13, 2006, 02:33:04 am**

Here's my retarded idea which you should just ignore because it's 3am here and I'm clinically brain-dead at the best of times -

Getwad downloads .wad/.zips and uses Google as a last resort. Google can be tricked, and you can get quite a few gigabytes 256TB (lolol) of zeroes into a zip, if you catch my drift. If/when this happens there are several outcomes most of which I would find hilarious.

OK, I'm staying out of this (for real this time).

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **leileilol** on **April 13, 2006, 02:38:26 am**

Zdaemon itself says:

"You don't have DOOM2.WAD. Do you want me to get it?"

That's a show stopper right there.

Raider disagreed with my "decoy doom2.wad" idea years ago sitting on that raider wad folder for some reason, hrm

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **AlexMax** on **April 13, 2006, 03:37:44 am**

[Quote from: CheapAlert on April 13, 2006, 02:38:26 am](#)

Zdaemon itself says:

"You don't have DOOM2.WAD. Do you want me to get it?"

That's a show stopper right there.

Raider disagreed with my "decoy doom2.wad" idea years ago sitting on that raider wad folder for some reason, hrm

I would not download ANYTHING hosted by **ZDaemon**. Who knows, the decoy might format your hard drive, because, hey, you're a dirty pirate who wants to download games for free, so YOU DESERVE IT!

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Chaindude** on **April 13, 2006, 08:32:04 pm**

(<http://stu.aii.edu/~la338/files/Getwad1.JPG>)

Hilarious--no shame at all..."Would you like US (**ZDaemon**) to get your illegal IWAD?"

(<http://stu.aii.edu/~la338/files/Getwad2.JPG>)

Yes, I lost my Heretic *5-episode edition CD, but I cancelled this bullshit transfer anyway. Heh, the extent to which people will plunge in order to get more people to use their product. It's no surprise then, that many people are just keyboard warriors who know nothing of the game(s), particularly the playing aspect.

EDIT: Working links are here if you want full-size

<http://stu.aii.edu/~la338/files/Getwad1.JPG>

<http://stu.aii.edu/~la338/files/Getwad2.JPG>

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Manc on April 13, 2006, 09:38:56 pm

Is there any additional follow up past that one email? Did you mention HOW they're obtained?

Those images are kind of funny considering the context.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: leilelol on April 14, 2006, 12:20:03 am

[Quote from: Chaindude on April 13, 2006, 08:32:04 pm](#)

Yes, I lost my Heretic 4-episode edition CD

ok, seeing that doesn't exist, try looking for your 5-episode edition CD instead.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: deathz0r on April 14, 2006, 03:14:02 am

I shall retract this post and just say "that's life".

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Chaindude on April 14, 2006, 05:37:16 am

[Quote from: CheapAlert on April 14, 2006, 12:20:03 am](#)

ok, seeing that doesn't exist, try looking for your 5-episode edition CD instead.

Haha, you're right...See--it's been THAT long since I had it in my hands.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Nestea on April 16, 2006, 06:28:29 am

Doesn't IDE and other programs using GetWAD do the same thing?

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Russell on April 16, 2006, 08:13:27 am

[Quote from: Nestea on April 16, 2006, 06:28:29 am](#)

..using GetWAD..

zing!

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Nestea on April 16, 2006, 05:54:17 pm

Even the IWAD downloads? Certainly some other program has a modified GetWAD to eliminate the chance of getting IWAD downloads.

Eh, who am I kidding... how is everybody doing lately?

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: AlexMax on April 16, 2006, 08:33:43 pm

Apparently myself and a few other people have had their **ZDaemon** forum accounts disabled and their IP's blocked from ZDIRC. I dont know about the other people, but I myself broke no Terms of Service while on their servers. If they want undying devotion and lack of criticism of their port on sites outside their own, they should just come out and say it. Preferably in big red text, right next to the "**ZDAEMON IS FULL OF CHEATERS, TRUST NO ONE**" signs they already have.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Nestea** on **April 16, 2006, 09:28:24 pm**

ZDIRC in general or #zdplayers?

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **leileilol** on **April 16, 2006, 10:06:05 pm**

[Quote from: Nestea on April 16, 2006, 05:54:17 pm](#)

Certainly some other program has a modified GetWAD to eliminate the chance of getting IWAD downloads.

Yeah, Codeimp had enough balls to prevent doom piracy in doom connector.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Nestea** on **April 16, 2006, 10:16:37 pm**

Ah. Thanks for the information.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **TheDarkArchon** on **April 22, 2006, 03:59:06 pm**

[Quote from: Nestea on April 16, 2006, 06:28:29 am](#)

Doesn't IDE and other programs using GetWAD do the same thing?

The last time I did, IDE did: I once had it pop up and idle pressed yes before cancelling it (It was post HD reformat: I forgot to move my IWADs do my ST directory)

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **excelblue** on **April 22, 2006, 11:43:32 pm**

It should be pointed out that ID's reply is just their opinion.

From what I see it, this is how is goes:

- 1.) Getwad is simply an utility that finds wads and downloads them - nothing more
- 2.) ZDaemon's ZLauncher makes use of GetWad to obtain any wad needed to play a game
- 3.) It is the user who attempts to download doom2.wad when s/he purposely tries to play on a server with doom2.wad

Considering that **ZDaemon** does not host a real version of doom2.wad, bans people for talking about or using a pirated version of Doom, and does not distribute it with their software - there's really no illegalness in this.

You can use any web browser, along with google or another search engine, to find illegal software. Does this make the browser software or search engine illegal?

While I do believe that something should be done about not searching for IWADs, it's mostly a morality and design issue here.

As for the person from ID saying that **ZDaemon** is violating the license in whole - nope, **ZDaemon** is not commercial at all - no donations, no cooperation to back it up: just a community of users. **ZDaemon** chooses the license in which ZDoom came from, which was the Doom Public License. Now, if this has anything to do with GetWad, it can be said that ZLauncher, etc. is actually a separate piece of software and is not subject to any of the licensing, as you can safely remove those parts and still have a completely working **ZDaemon**.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Ralphis** on **April 23, 2006, 12:44:52 am**

[Quote from: excelblue on April 22, 2006, 11:43:32 pm](#)

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Awesome, in that case how about you remove zlauncher and getwad from distribution with the **zdaemon** package?

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **Russell** on **April 23, 2006, 08:10:09 am**

[Quote from: excelblue on April 22, 2006, 11:43:32 pm](#)

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It'd be nice to see the CEO from id software respond to what you just wrote, I'm sure he'd agree with you 101%

Oh yeah and if you didn't somehow sense the sarcasm in the above line, I'm sure he is happy to let piracy continue with the doom series aswell.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **excelblue** on **April 24, 2006, 02:20:43 am**

[Quote from: Ralphis on April 23, 2006, 12:44:52 am](#)

Awesome, in that case how about you remove zlauncher and getwad from distribution with the **zdaemon** package?

It's packaged together, but there's still quite some separation. It's just like some BSD distros being packed with some GPL software, or some Linux distros sporting some non-opensource utilities. Packaging by itself does not make it all one piece - the zlauncher, zdir, and getwad parts are all subject to a different license than that of **zdaemon** and zserv. That's because they aren't modifications of each other.

As for the stuff on getwad, I'll make it clearer:

- 1.) **ZDaemon** has no obligation to fix it... but
- 2.) It definitely needs to fix the problem

It can be understood that companies like iD would want piracy to be stopped, and **ZDaemon** supports that cause. It's just that most of the devs just don't want to spend the time adding some code to that part when time could be spent on something else.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Ralphis** on **April 24, 2006, 03:53:13 am**

Quit shitting yourself. This could be remedied so easily that it's not even a task at all. I can think of 2 solutions in about 3 seconds flat, ready?

- 1) Raider puts dud wads in his directory. GETWAD checks his servers first. Well, I guess GW downloading 0k IWADs would fix the problem immediately.
- 2) Kilgore puts a code in to not download doom2.wad, doom.wad, etc. This would take roughly 3 minutes.

Quit making excuses. **ZDaemon** is a firm supporter of piracy to further the growth of its playerbase.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Russell** on **April 24, 2006, 07:17:10 am**

[Quote from: excelblue on April 24, 2006, 02:20:43 am](#)

It's packaged together, but there's still quite some separation. It's just like some BSD distros being packed with some GPL software, or some Linux distros sporting some non-opensource utilities. Packaging by itself does not make it all one piece - the zlauncher, zdir, and getwad parts are all subject to a different license than that of **zdaemon** and zserv. That's because they aren't modifications of each other.

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Come on now excelblue, I know you are a firm believer of open source software, just like I am

It could years before the **zdaemon** dev's even decide to release the source (the real question is "if", rather than "when")

You have to realise that alot of the bad things that the **zdaemon** staff has done has had a really negative impact on the project itself, allowing piracy is one of them.

And it won't go away by waving a wand and pulling the wool over your own eyes and forgetting about it.

Surely, **zdaemon** has a growing playerbase and whatnot, but alot of dark clouds still shroud the project, and will continue to, until they are resolved. Unfortunately, some negative things that have happened will always have a permanent mark on the **zdaemon** name, doom2pro releasing that trojan is one of them, sadly.

But yeah, I don't know what the situation is with **zdaemon** itself nowadays, I just hear tidbits of (negative) information that come through channels/websites occasionally.

It's been about 3 years since I was last involved officially with it (I think, might be around 2), I don't know (and to be honest, I don't really care anymore either).

Anyway, I wouldn't sit on these problems, I'd take action right now to remedy them, because if you (the **zdaemon** devs/staffers) actually do it, there would be less shit slinging

and more people playing and enjoying a game of doom, not to mention a much happier community and administration.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Neil** on **April 24, 2006, 01:50:04 pm**

From part 4 of the Doom source license, aka DOOMLIC.TXT

Quote

You agree to use your best efforts to see that any user of the Software licensed hereunder complies with this Agreement.

Turning a blind eye to the abuse of the id copyrights probably isn't sufficient here.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **Infurnus** on **April 30, 2006, 12:04:15 am**

[Quote from: Neil on April 24, 2006, 01:50:04 pm](#)

Turning a blind eye to the abuse of the id copyrights probably isn't sufficient here.

That is very true.

Instead of evading subjects like these, the **ZDaemon** staff and dev team should face the facts and do their best to make things right.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **excelblue** on **May 09, 2006, 01:54:08 am**

[Quote from: Ralphis on April 24, 2006, 03:53:13 am](#)

Quit making excuses. **ZDaemon** is a firm supporter of piracy to further the growth of its playerbase.

How would you explain then, the removal of all players who are caught with an illegal copy of doom2.wad? Last I checked, when getwad accidentally downloads doom2.wad (on my surprise), it's an unpatched version. Whenever a player has that problem, they usually ask most of the time. The first thing that always gets asked in where they got the doom2.wad. If they got it from GetWAD, they are always told that they should buy a legal copy of doom (and the hints on patching are not given out). Now, if they take the attitude of not buying and continue to use the warez "not caring", they are always removed from **ZDaemon**.

This is basically a passive thing that happens on accident. It's simply not right to be discriminating against certain wads in GetWad (thus disturbing the uniformity of the code). As for the duds - I cannot see how many people start accusing **ZDaemon** of hosting an illegal copy of doom2 or attack **ZDaemon** for "deceiving" users. A real doom2.wad must be inside the zip or else getwad continues searching. Sure, freedoom can be dropped in there, but then there'd be some other problems. From what I see, Raider and Kilgore feel that the path of least resistance is to not care about the system but rather the users.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Ant P** on **May 09, 2006, 12:06:09 pm**

Last time I checked, most of the servers use the same wad as GetWAD finds. Does that mean they're all using pirated copies too?

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **switcher** on **May 09, 2006, 08:18:45 pm**

Well I for one downloaded a copy of DooM II from the ID site as a direct result of becoming involved with **ZDaemon**.

Not that it helped ID at all, but I also bought a used copy of the Ultimate DooM collection on EBay.

Then I turned around and bought DooM III when it came out, again completely due to my association with **ZDaemon**.

So there's a hundred clams from my pocket to ID's pocket as a direct result of my playing **ZDaemon**.

And when I originally installed **ZDaemon**, I used ID's free demo version to get up and playing.

Now I know that not everyone will be running out to buy a 12 year old 386 compatible computer game - but don't you think that ID knows that too?

ZDaemon provides a form of free goodwill advertising for ID Software on a daily basis.

Why would they then turn around and hold prospective members to the **ZDaemon** community hostage over old software they know damn well would be completely unsaleable otherwise?

Ralphis, do you really believe that ID had no idea about **ZDaemon**, the continuing DooM cult, or even how GetWad worked?

I would think they'd know every detail of their offshoots, if not even playing it themselves.

Aggressing against the very community that gave them life in the first place would be akin to shooting themselves in the foot.

It's not gonna happen

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Infurnus on May 09, 2006, 09:53:49 pm

[Quote from: switcher on May 09, 2006, 08:18:45 pm](#)

Well I for one downloaded a copy of DooM II from the ID site as a direct result of becoming involved with **ZDaemon**.

Wait, you can download Doom 2 from id software?

[Quote from: switcher on May 09, 2006, 08:18:45 pm](#)

Now I know that not everyone will be running out to buy a 12 year old 386 compatible computer game

Okay, lets all break the law cause a game is old!

Seriously. The only games I own that are abandonware are REALLY REALLY OLD, or Strife, which is now free anyways.

EDIT: I'm sure it's perfectly legal to warez Pong...

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: switcher on May 09, 2006, 10:16:52 pm

[Quote from: Infurnus on May 09, 2006, 09:53:49 pm](#)

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Okay, lets all break the law cause a game is old!

Seriously. The only games I own that are abandonware are REALLY REALLY OLD, or Strife, which is now free anyways.

EDIT: I'm sure it's perfectly legal to warez Pong...

Well, last I looked DooM III was getting dusty on the shelves and yea, you can still get DooM II at IDs site for 25 bucks.

http://www.idsoftware.com/games/doom/doom2/index.php?game_section=buy

And like I said, I installed **ZDaemon** using IDs FREE DEMO.
I didn't steal anything nor am I encouraging anyone else to do so, especially since this is completely unnecessary to play **ZDaemon**.
Maybe GetWad should point to one of the many sites offering the old ID demo version of the IWAD.

At any rate, you can all bitch as you like, you are not the victims in any case and are not affected in any way by the current operation of GetWad.

Unless you can prod ID to take some action against it's biggest fans, for whatever the petty personal vendetta reasons you may have, this case is just going to fade away.

And the more time passes, the less likely the chance of anything ever happening.

Right now they're somewhere between slim and zero anyway.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: **Infurnus** on **May 09, 2006, 10:23:51 pm**

[Quote from: switcher on May 09, 2006, 10:16:52 pm](#)

And like I said, I installed **ZDaemon** using IDs FREE DEMO.

You're not supposed to be able to load pwads with the Doom Shareware.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: **Ant P** on **May 09, 2006, 11:03:33 pm**

Technically zdoom.wad is a PWad.

I see someone liked my google idea >_>

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: **switcher** on **May 10, 2006, 12:56:34 am**

[Quote from: Infurnus on May 09, 2006, 10:23:51 pm](#)

You're not supposed to be able to load pwads with the Doom Shareware.

Wow, a board where people actually respond.

Instant gratification. :)

Anyway, to the point at hand, I have no knowledge whether or not you are supposed to be or are allowed to be able to load pwads with the shareware. And of course as the end user that is not my responsibility. Wouldn't it be ID's fault if their demo version is pwad compatible?

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Ant P on May 10, 2006, 02:17:46 am

If it's anything like the demo version of every other FPS in existence then the EULA prohibits running user mods with it.

That wouldn't be id's fault, it'll be the user's fault for doing it, as well as ZDaemon's fault for helping them by removing the hardcoded check in the ZDoom source that prevents running pwads with a demo iwad.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: deathz0r on May 10, 2006, 05:25:52 am

[Quote from: switcher on May 10, 2006, 12:56:34 am](#)

Wouldn't it be ID's fault if their demo version is pwad compatible?

This was the case for versions up to v1.2. Every other version after that specifically disallowed it.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Russell on May 21, 2006, 01:24:37 pm

oh, and for everyone who wants to download a legal copy of doom2.wad, go here (http://www.doomconnector.com/doom2_zip_wad.html) and then here (<http://freedom.sourceforge.net>)

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: leileilol on May 21, 2006, 03:54:39 pm

also go here to play doom 2 for free
<http://www.planetgargoyle.com/games>

what's funny is that the wikipedia article of **zdaemon** is constantly backed up with lies from excelblue obviously trying to cover-up.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Ant P** on **May 21, 2006, 06:50:37 pm**

>_> Yeah well mine's better 'cause it's 10MB.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **excelblue** on **June 14, 2006, 03:21:23 am**

[Quote from: CheapAlert on May 21, 2006, 03:54:39 pm](#)

what's funny is that the wikipedia article of **zdaemon** is constantly backed up with lies from excelblue obviously trying to cover-up.

Lies? Which ones? The only thing that came close was the doom2.wad one, and then, as I have found - that was actually based on old knowledge, as I didn't know at the time that google came up with a valid version. Though, these days, when I check, getwad ends up getting freedom's doom2.wad through google.

As for the significantly less cheating - we have tons of proof on that. Banning - yep, we do try our best to work the bans in a fair way. Open source / legality - that's a subject in great dispute, and I try my best to leave both sides up. It's all about viewpoint.

The problem with freedom is widespread acceptance. You won't be able to modify it into iD's Doom2 v1.9. So far, on **ZDaemon**, there are a few freedom servers up. Those are clearly marked as such, even though the wad is renamed to freedom.wad (yes, we can do that - it's BSD licensed). Until there is time to implement a version that supports either iwad cleanly, that'll be the temporary case. If we are guilty of anything, we are only as guilty as google when you do a search for "free doom2" or something like that and go on until you find some warez.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **deathz0r** on **June 14, 2006, 03:46:37 am**

[Quote from: excelblue on June 14, 2006, 03:21:23 am](#)

Banning - yep, we do try our best to work the bans in a fair way.

Try, but ultimately fail. How long did it take for Dalek to be banned again?
And what was my reason for being banned?

I'm not going to bother asking for clemency (sp?), because I no longer have interest in contributing towards **ZDaemon** in any way.

Quote

Open source / legality - that's a subject in great dispute, and I try my best to leave both sides up. It's all about viewpoint.

http://en.wikipedia.org/wiki/Security_through_obscurity

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Russell** on **June 14, 2006, 06:12:13 am**

damn, I thought this thread was dead

excelblue, we're not interested in **zdaemon**, stop sucking our cocks to make us want to come back.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **excelblue** on **June 14, 2006, 10:17:26 pm**

[Quote from: Russell on June 14, 2006, 06:12:13 am](#)

excelblue, we're not interested in **zdaemon**, stop sucking our cocks to make us want to come back.

That is not the point at all. The point is: you guys voiced something, and I defended my side of it. In fact, this goes to such an extent that even if you guys did come back, you guys would not be welcome.

As for the security by obscurity: it might not be the best way to do it, but it definitely did help a bit. In no way did I ever claim that it is definitely more effective. It's often easier to hack if you have the information right there.

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **deathz0r** on **June 19, 2006, 10:20:47 pm**

THEY'RE ATTACKING WITH FULL FORCE

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **leileilol** on **June 20, 2006, 05:59:00 pm**

SHIT I THINK MY NIHAO TITLE ATTRACTED CHINESE SPAMBOTS

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **Angel_Leo_The_Awesome** on **June 27, 2006, 08:55:37 pm**

Just to revive the thread and to prove some irony. I was banned from #zdplayers for saying "LimeWire."

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **AlexMax** on **June 29, 2006, 03:26:36 am**

[Quote from: Angel_Leo_The_Awesome on June 27, 2006, 08:55:37 pm](#)

Just to revive the thread and to prove some irony. I was banned from #zdplayers for saying "LimeWire."

You weren't banned from #zdplayers. It must be a problem with your connection. (<http://img45.imageshack.us/img45/1047/emothaw7yo.gif>)

Whoops, turns out that one of the admins banned you? I think it was xyz admin, you're going to need to talk to him about getting unbanned, even though he refuses to acknowledge you exist.
(<http://img45.imageshack.us/img45/1047/emothaw7yo.gif>)

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**
Post by: **leileilol** on **July 01, 2006, 05:52:23 pm**

Todd Hollenshead

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Rellik on July 10, 2006, 03:22:24 am

LOL!

Me about 5 hours ago:

"Damn, something must be wrong with my irc program, it keeps telling me I'm banned from #zdaemon. Odd."

Guess I missed some drama.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Ralphis on July 10, 2006, 04:12:23 am

Welcome back Rellik.

I don't know why you're banned unless you did something

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: Rellik on July 10, 2006, 11:04:03 am

It also said that the channel was overflowing or something, it could be that. Hell I dunno. Meh.

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: leilelol on July 10, 2006, 08:55:24 pm

LETS FIGHT BACK WITH FREEDM

...o wait u stoped that lol and u didnt acept singes maps OWNED selfishsshshsh

Man, there really is nothing like sucking on a big black cock all day... Just thinking about how much cum is inside it gets me off! I can't wait to do it again!

Title: Re: ZDaemon illegally distributes Doom. ID Software responds.

Post by: **leileilol** on **July 12, 2006, 07:14:13 pm**

nice try at editing my post ace BUT YOU FAIL AT HOLDING TOURNEYS
owned

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **Climhazzard** on **July 17, 2006, 06:32:35 am**

[Quote from: deathz0r on June 14, 2006, 03:46:37 am](#)

Try, but ultimately fail. How long did it take for Dalek to be banned again?
And what was my reason for being banned?

And Nat is still running around >_>

Also, what Ralphis said about Raider putting decoy iwads the directory. This
would solve the problem with GetWad downloading the iwads, and it would
literally take 1 minute to do.

He won't do this. Why?

BECAUSE ZDAEMON ONLY CARES ABOUT THERE USER COUNT

Title: **Re: ZDaemon illegally distributes Doom. ID Software responds.**

Post by: **DD_133** on **July 17, 2006, 01:52:24 pm**

Oh awesome, Rellik's alive again.