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Subject: BF42 Update,  
Posted by [Captkurt](#) on Sun, 08 Jun 2003 05:29:39 GMT  
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Well I'm still at it, and it's coming along very nicely. I'm now working on Nod's Airstrip; check it out

can hear it tell you, ??? Is being attacked, The PT's are in the back rooms within the Hanger. Now back to work. Yippee. You can check out more of my pictures of of the buildings going on this map here <http://www.cox-internet.com/kleboeuf/build.html>

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Subject: BF42 Update,  
Posted by [Vitaminous](#) on Sun, 08 Jun 2003 19:45:29 GMT  
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What are you going to do about the copyrights on the name "Battlefield1942"?

Other than that,it's pretty

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Subject: BF42 Update,  
Posted by [Captkurt](#) on Sun, 08 Jun 2003 20:47:55 GMT  
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AprimeWhat are you going to do about the copyrights on the name "Battlefield1942"?

Other than that,it's pretty

Map called BF42, and I'm not making any money on it, so first of all, I doubt if any one at EA even cares. But again, I've broken no copyright laws. Maybe the name BF42 would come close, but I don't think EA is going to mind, since it's not a game name of mine, only a map name of mine, and

anyways thanks for the input.

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Subject: BF42 Update,  
Posted by [Vitaminous](#) on Sun, 08 Jun 2003 21:07:45 GMT  
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oh, I thought it was a mod

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Subject: BF42 Update,

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Posted by [Captkurt](#) on Sun, 08 Jun 2003 22:00:43 GMT

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Aprimeoh, I thought it was a mod

In a since it is a "mod" all the buildings are different then the orig. it really looks like a mod. And maybe later the other stuff, will be different, Still looking for a skinner, boner for the vehicles. but

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