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Subject: WIP: Tiberium Sun Infantry

Posted by [PiMuRho](#) on Mon, 30 Jun 2003 14:08:03 GMT

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Captkurt

I'll say this. As an attorney, if you don't have anything better to do with your degree, than hang and chat here and get in these little Ack shits, then you must not have many clients, no clients= not a

Where did I say I'm an attorney? I'm a level designer/modeller. However, this isn't the first time I've run into this particular argument. I daresay it won't be the last either. I'll do my best to keep it simple for you:

Do you own the rights to any of the BF1942 intellectual property? (owning a copy of the game doesn't confer these rights on you)

Do you have permission from EA/DICE to use any of their intellectual property or assets for your mod?

If you can answer "yes" to either of these questions, then go ahead and make your mod. If you answered "no" to either, then you'd better make sure that you're not using any BF1942 assets or properties.

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