just a confirmation......most of the stuff listed in the "alwaysdifferencelog" is actually on the first release of the cd too.....minus the mutant cameos and a few other little things....but most of it is on my cd too....and i was never a beta tester......just a beta map tester{my own beta maps}I have looked over the models and it seems that some of them listed in the "alwaysdifferencelog" are actually still in the latest version{patched from my cd}....just slightly different file compression.......there is a ton of stuff you can use right on your cd.....beta or final versions.....you can actually go back into the .mix maps and extract trees,rocks,walls,.....all kinds of goodies that didnt work in the commando editor before till i started extracting them from the single player levels and re-associating the file paths correctly.Also.....someone should tell greg hjelstrom to fix the .tga colordepths in the always and always2.dat files......it seems that a lot of crashes in commando editor are caused by the fact that when they slapped this baby together someone tripped over their shoelaces and forgot to make all the colordepths 24 or 32 bit and uniformly scaling a few of the textures.....these are some of the errors that i see regularly in commando that should be brought to gregs attention for the benifit of us all.Eric. [January 03, 2003, 17:31: Message edited by: SGT.May]