Edit: The files can now be downloaded HERE   Thanks to Dante for the hosting   I just compared the beta version of always.dat to the final version..and guess what I found? 60MB of files that don't even exist in the final version.A total of 1,254 files.Of that:81 are DDS23 are TGA6 are W3D1,140 are WAVNow, while the rest are interesting, the coolest stuff is in the .dds files. Not only did I find PT screens from things that were cut, but I also found load screens from the modes that were cut, such as there's a different load screen for Deathmatch than there is for C&C mode.Some of the interesting things include a mobile machine gun and a suicide vest. But the more useful things are:C&C Mode GDI Load ScreenC&C Mode Nod Load ScreenDeathmatch Load ScreenA General Load ScreenAmmo Purchase PT IconArmor Purchase PT Icon 1Armor Purchase PT Icon 2Armor Purchase PT Icon 3Health Purchase PT Icon 1Health Purchase PT Icon 2Health Purchase PT Icon 3Nod Mutants PT Icon (GDI's was in the final always.dat, not Nod's)Nod Mutant PT Icon 1Nod Mutant PT Icon 2Nod Mutant PT Icon 3Nod Recon Bike PT IconGDI Mutant PT Icon 1GDI Mutant PT Icon 2GDI Mutant PT Icon 3If anyone has a server, I can zip up the lot of 'em, but it'd probably eat up bandwidth pretty quick.Other interesting things were a pic of a bandana for havoc, and icons for all those missing powerups (Tiberium Shield, etc.) [January 29, 2003, 10:48: Message edited by: Taximes]