Thanks much.
A couple of things though. does it read from an ini to get settings? and if so for the names of the levels is it possible to make them read the names from a list and for a level like 50 if you have no name it just displays "promoted to level 50".

and I really suck @ c++, best I ever did was modify what you get in the crates.

could you compile it for me?

thanks.