danpaul88 wrote on Thu, 09 October 2008 02:59You have to extract the relevant textures too (.tga or .dds) otherwise W3D viewer does not know where to find them. Go to the materials + icon and click it to see the list of files you need to extract, note that they will always have the .tga extension in W3D viewer, but they might be .dds inside always.dat, if so just use those.

Thanks for your help anyways I got the whole spinning effect but the E.V.A. I extracted it from the always data but it just doesen't show up in the if_background file W.T.F. can I make it do that show up where it is supposed to.

Here is the spinning effect I am almost done but the E.V.A. is now the only problem.