Subject: Phantom Files
Posted by Fenrir on Thu, 28 Feb 2008 21:36:20 GMT
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I downloaded the Renegade Tools and replaced it with the newest version by JohnWil from the Renhelp.net "Getting Started" page.

Then I decided to poke around in some existing levels, so I got LevelRedit. After converting a .mix file or two, opening them up, and becoming supremely confused, I decided that it's better to start at the beginning. So I tried to find the files that LevelRedit had converted.

Here's the problem: I can't see them. I know they're there; File->Open... shows them in the LevelEdit directory, but when I use Windows Explorer, there's nothing. What's up with that?

Subject: Re: Phantom Files
Posted by saberhawk on Thu, 28 Feb 2008 21:37:43 GMT
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Vista huh? Look for "Compatibility Files" under the address bar and click it.

Subject: Re: Phantom Files
Posted by Fenrir on Thu, 28 Feb 2008 21:48:30 GMT
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Thanks! Goddamn Vista...

EA Games and Microsoft, the new axis of evil

Subject: Re: Phantom Files
Posted by cnc95fan on Thu, 28 Feb 2008 22:07:16 GMT
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Fenrir wrote on Thu, 28 February 2008 22:48
EA Games and Microsoft, the new axis of evil
That was Geroge Bushes excuse to invade areas of the middle east and kill millions of innocent civilians. Maybe you shouldn't use it

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Subject: Re: Phantom Files
Posted by Fenrir on Thu, 28 Feb 2008 22:23:37 GMT
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cnc95fan wrote on Thu, 28 February 2008 16:07Fenrir wrote on Thu, 28 February 2008 22:48
EA Games and Microsoft, the new axis of evil
That was Geroge Bushes excuse to invade areas of the middle east and kill millions of innocent civilians. Maybe you shouldn't use it
Sorry, I didn't know. (Unless your just messing with me.)

Subject: Re: Phantom Files
Posted by cnc95fan on Thu, 28 Feb 2008 22:27:25 GMT
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http://en.wikipedia.org/wiki/Axis_of_Evil :V

Subject: Re: Phantom Files
Posted by Fenrir on Thu, 28 Feb 2008 22:36:40 GMT
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Oh, sorry then...

Subject: Re: Phantom Files
Posted by cnc95fan on Thu, 28 Feb 2008 22:39:22 GMT
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No need to apologise :v, you know stuffs now
Anyway, I better stop posting about this here, it's off topic

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Subject: Re: Phantom Files
Posted by Reaver11 on Thu, 28 Feb 2008 23:11:35 GMT
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Fenrir wrote on Thu, 28 February 2008 15:36I downloaded the Renegade Tools and replaced it with the newest version by JohnWil from the Renhelp.net "Getting Started" page.

Then I decided to poke around in some existing levels, so I got LevelRedit. After converting a .mix file or two, opening them up, and becoming supremely confused, I decided that it's better to start at the beginning. So I tried to find the files that LevelRedit had converted.

Here's the problem: I can't see them. I know they're there; File->Open... shows them in the LevelEdit directory, but when I use Windows Explorer, there's nothing. What's up with that?

It is very Easy.

Vista doesnt save any data in the program files folder ->

You goto your userfolder->appdata->local->virtualstore->program files (x86) (or normal depends on 64bits)

Then goto your renegadetools. If you want to avoid this just install renegadetools on your c: and NOT in program files.

Good luck

Subject: Re: Phantom Files
Posted by saberhawk on Fri, 29 Feb 2008 08:40:06 GMT
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It doesn't write there because it's not supposed to. Previous versions of Windows were so affected by viruses and malicious programs due to the lack of security which has been reworked considerably in Vista. It's just that some programs depend on the lax security so they had to add the "Compatibility Files" system to write files where they could be written for sure.