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**Subject:** Why can't I view my level edit mod folders?  
**Posted by** [reborn](#) **on** Fri, 29 Nov 2013 21:07:45 GMT  
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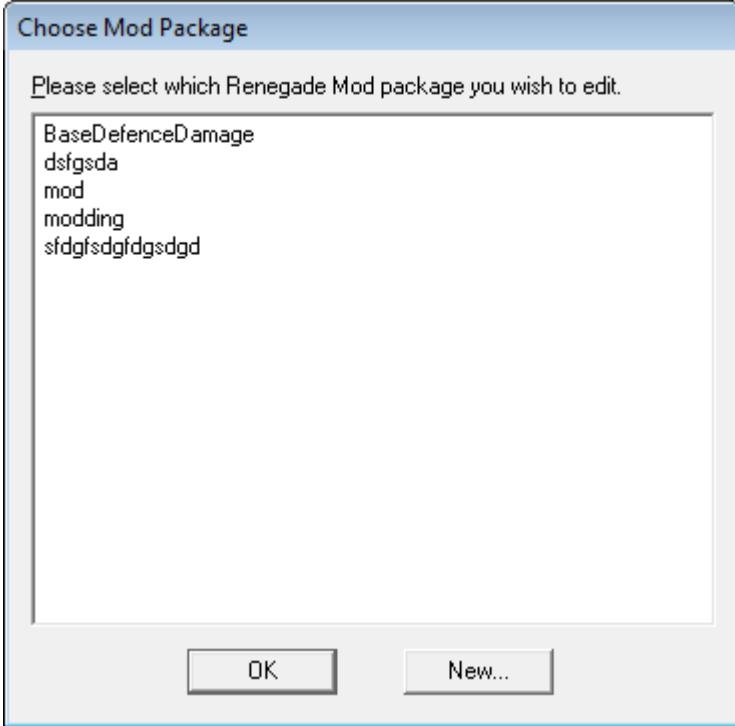
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I installed renegade public tools, but I can't see my mod folders when I open the level edit folder. However, when I am in level edit I can click on "save as" and browse to see the folders, but they have a lock symbol on them. It's pretty weird:

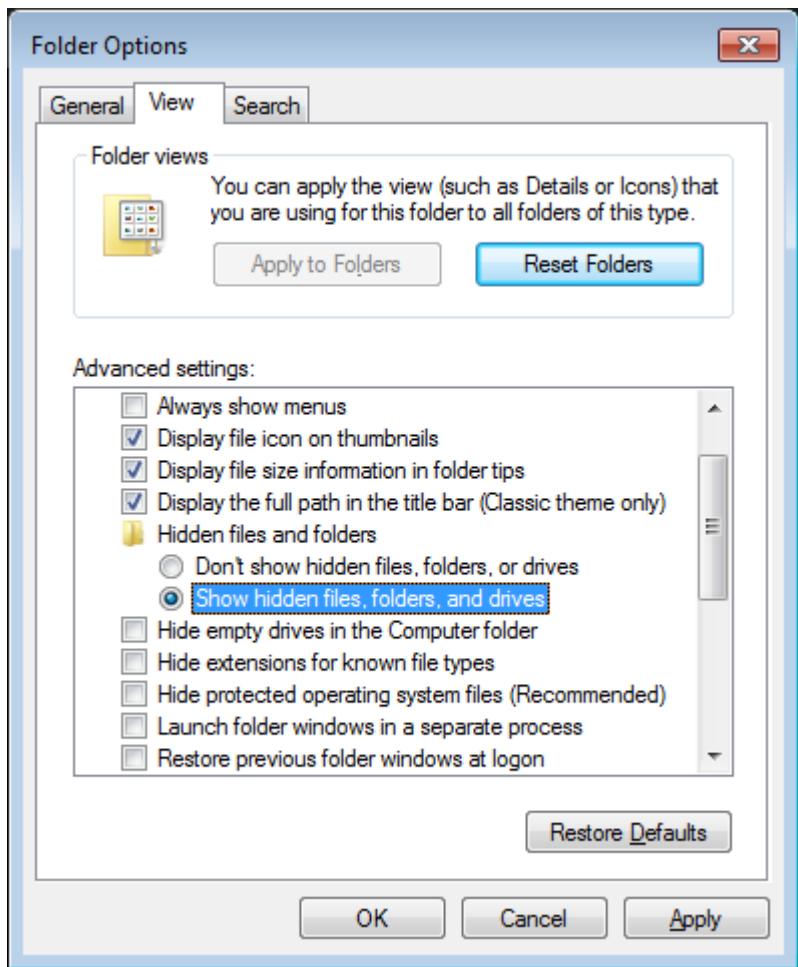
### File Attachments

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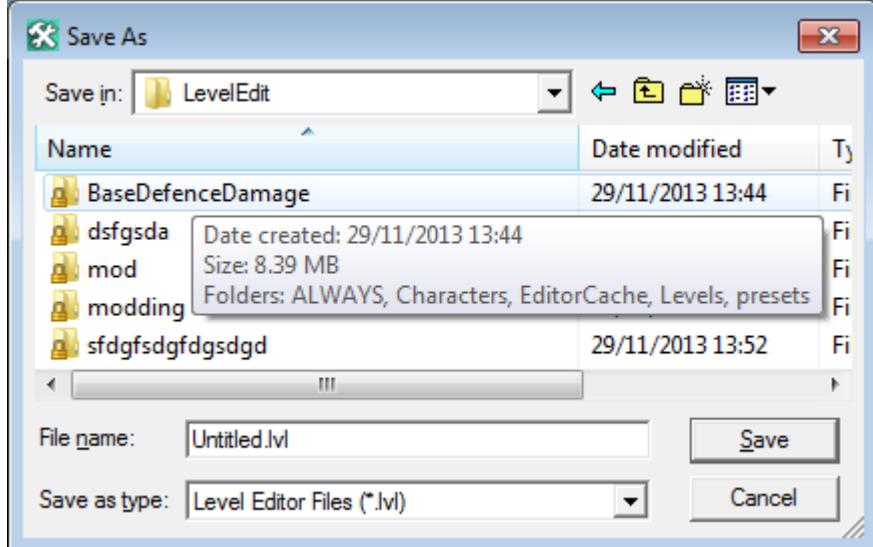
1) [1.png](#), downloaded 670 times



2) [2.png](#), downloaded 670 times



3) 3.png, downloaded 668 times



4) 4.png, downloaded 657 times

Organize	Include in library	Share with	Burn	Compatibility files	New folder
Microsoft Web D					
Microsoft.NET					
mIRC					
MonoDevelop					
Mozilla Firefox					
Mozilla Maintena					
MSBuild					
MSDN					
MSECache					
MSXML 4.0					
Nero					
Notepad++					
NSIS					
Overwolf					
QuickTime					
Red Kawa					
Reference Assem					
RenegadePublic					
HowTo					
LevelEdit					
tttools					
W3dView					
12 items					
12 items					

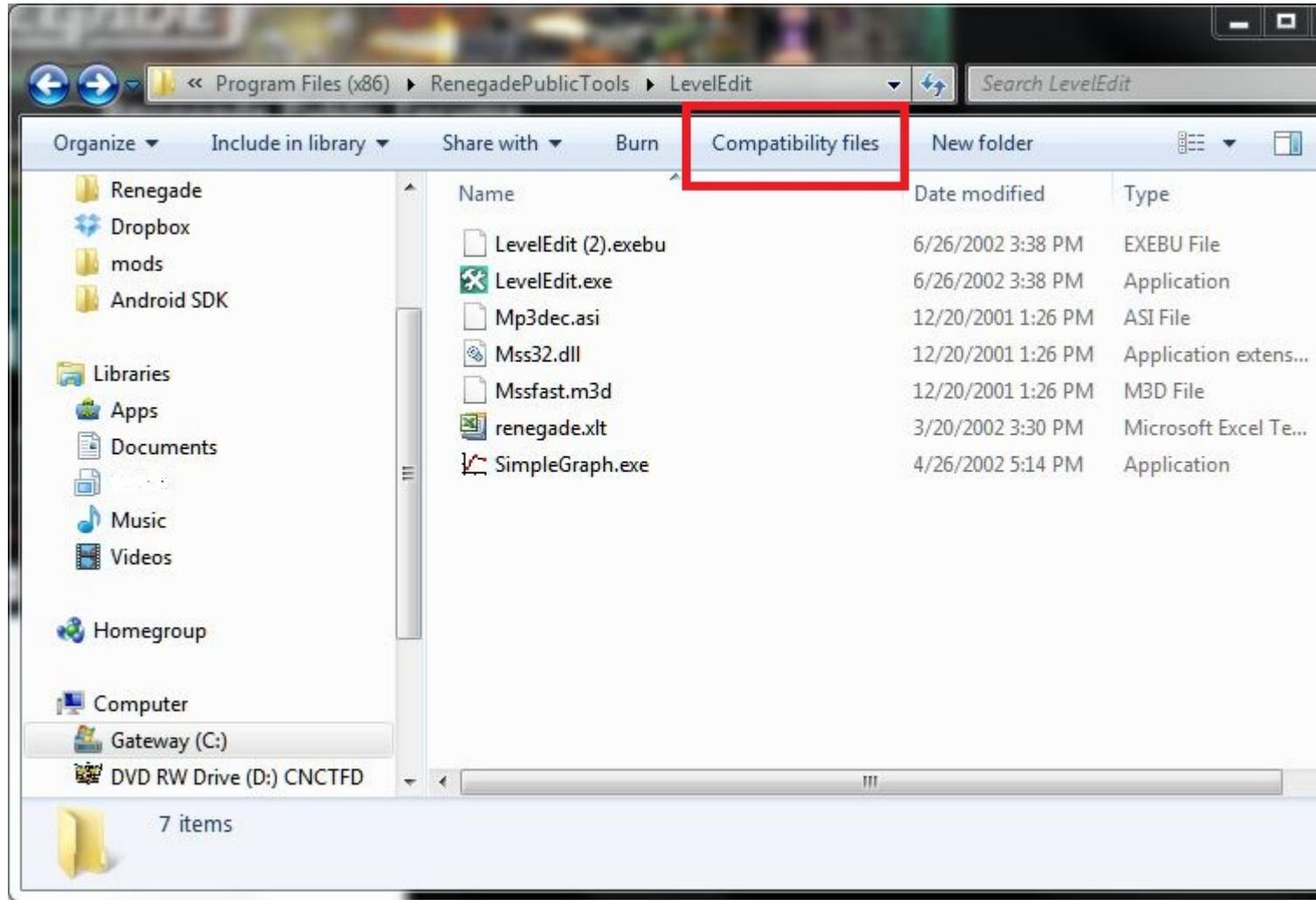
**Subject: Re: Why can't I view my level edit mod folders?**  
 Posted by [YazooGang](#) on Fri, 29 Nov 2013 21:17:12 GMT

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Go to a desired folder (in this case LevelEdit) and click this button:

### File Attachments

1) [Capture.JPG](#), downloaded 734 times



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Subject: Re: Why can't I view my level edit mod folders?  
Posted by [Gen\\_Blacky](#) on Fri, 29 Nov 2013 21:43:07 GMT

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turn off uac.

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Subject: Re: Why can't I view my level edit mod folders?  
Posted by [reborn](#) on Fri, 29 Nov 2013 22:23:57 GMT

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Thanks for the tips guys, I'll give it a try.  
First time it's ever happened to me.

//Edit

Thanks guys, compat view worked. It takes me to the virtual app data folder where Windows has

now decided to store this data.

Just a tip in case anyone else ever reads this thread. Open level edit with "Run as Administrator" and it will now create these folders in the same directory as level edit and you wont have to mess around with compatibility view and the virtual app data folders.

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Subject: Re: Why can't I view my level edit mod folders?

Posted by [saberhawk](#) on Sat, 30 Nov 2013 00:03:29 GMT

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Or just put LevelEdit somewhere it can write files in the first place, like not "Program Files".

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