
Subject: Re: RenD3D9 makes my renegade crash
Posted by [Drkpwn3r](#) on Fri, 15 Sep 2006 14:21:27 GMT
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If you're using Xfire: that's the culprit to the crashing. The reason I suggest Xfire as a possibility is because it's set up to read Renegade as D3D8, not D3D9.
Of course, you can always take the time to change Xfire's ini setting for Renegade to D3D9 to fix it.
