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Subject: Re: Interesting conflict?

Posted by =HT=T-Bird on Tue, 08 May 2007 11:44:05 GMT

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Ghostshaw wrote on Tue, 08 May 2007 04:38I think Xfire tries to hook the games by catching the process through an executable name(which is stupid). It proolly inserts some crap into renguard which is very bad for it.

-Ghost-

To elaborate on this issue:

XFire only knows about the Renegade EXE being called game.exe. (as it does OOB)

RenGuard's installer moves the Renegade EXE to game2.exe and XFire does not pick up on that

Hence, the crash (RenD3D9 seems to be part of it too, btw)

It is possible to patch your xfire\_games.ini (it's in your XFire install folder) to work around this issue; however, you will have to re-apply the patch every time XFire updates itself.

I have spoken to =HT=Gamma about the issue and he will speak to the dev responsible for game support about it...

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