
Subject: Re: Scripts.dll crash

Posted by [=HT=T-Bird](#) on Fri, 07 Sep 2007 11:51:20 GMT

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jonwil wrote on Thu, 06 September 2007 18:00there is a known bug to do with xfire and renegade and scripts 3.x. I think the fix was to not use xfire-in-game thing with scripts 3.x

That crashes in a different spot though (although it is possible to patch the Renegade entry in xfire_games.ini to make XFire use the D3D9 renderer).
