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Subject: Re: Xfire Support

Posted by [=HT=T-Bird](#) on Thu, 10 Jul 2008 12:44:57 GMT

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I've already tried working with my clanm8 Gamma (he's on the XFire team) on this problem; alas, the game-detection mechanism in XFire simply isn't quite sophisticated enough to distinguish between D3D8 and D3D9 using copies of Renegade. To add to the trouble, Renguard gets hooked by XFire leading to spurious XFire error reports whenever Renguard crashes AND apparently XFire In-Game doesn't like Renegade+RenGuard anyhow.

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