
Subject: Re: Xfire Support

Posted by [=HT=T-Bird](#) on Thu, 10 Jul 2008 22:33:28 GMT

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I just spoke with Gamma. He said that it's possible to allow users to choose the renderer (within a single xfire_games.ini entry) by using InGameRenderer[0]=D3D8 and IngameRenderer[1]=D3D9 OR that it could be done automatically by adding two new entries to xfire_games.ini (Renegade's XFire ID is 4178, so with 1 for regular and 1 for TFD, that makes 4178_3 and 4178_4) that use IngameRenderer=D3D9 and InstallHint=d3d8.dll . Either way would require a submission to XFire, but that shouldn't be a very big deal as all we are changing is the INI file.

Also, what'd be nice would be to have XFire's server infoviews work consistently with the FDS...right now they only work for select WOLSpy servers due to the fact that XFire doesn't speak XWIS, just GameSpy. This may pivot on a vastly improved Direct Connect mechanism that GameSpy can leverage though OR just by implementing GameSpy-type querying for all Renegade servers (although that might be a can-o-worms for servers that forbid DC, depending on how that is implemented, the BI implementation might not be that robust in that regard).

MAJOR EDIT:

After further discussion with Gamma and a bit of testing, we were able to hack up some xfire_games.ini entries that should cover ALL possible Renegade configurations (yep, all 8 combinations of RG+TFD+D3D9). IF TT is pushed as 1.038, this will have to change further as d3d8.dll's name will change to...something with the new patch and the 8 entries can collapse back to 2 (regular+TFD). If that effort fails though, we are going to have some trouble as scripts 4.0 changes the name of d3d8.dll (hopefully, we won't need to deal with the nasty complications of RG support any longer though)...can you say "combinatorial explosion ahead?"

Another more minor edit:

The patch to xfire_games.ini that provides support for CURRENT Renegade configurations will be hitting with a game update once it undergoes all that QA goodness As far as TT goes, support will probably added around the time it's released.
