
Subject: Renguard and xfire problems

Posted by [Goztow](#) on Fri, 11 May 2007 06:31:14 GMT

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Update: DrkPWNER has released a patcher so you do not need to do it manually each time.

I rebuilt my Xfire Patcher from the ground up in .NET just because I saw this post.

My Xfire Patcher: <http://www.drkstudios.net/?file=downloads&fid=1>

Screenshot:

Felt I might as well save some people the trouble of manually doing it for now.

Original post:

There seem to have been some problems with the combination of Renguard, Xfire and Directx9. Here's a solution, posted by HTTBird.

Work-around for this issue (only needed if you use RenGuard, XFire, and RenD3D9):

- 1) Open up xfire_games.ini in Notepad (it is in your XFire installation folder).
- 2) Find the Renegade entry in that file (hit Control-F and then just ask it to find Renegade).
Note: There are actually two (consecutive) entries for Renegade, the first is for a stand-alone or Battle Pack install and the second is used for the version of Renegade that comes with TFD.
- 3) Change the 'LauncherExe' value to game2.exe from game.exe and change the 'Renderer' value to 'D3D9' from 'D3D8'.
- 4) Save your changes and close Notepad.
- 5) Restart XFire.

Note: You will need to apply this update every time XFire updates itself; the updater overwrites xfire_games.ini instead of patching it like it ought to.

Subject: Re: Renguard and xfire problems

Posted by [Crimson](#) on Fri, 11 May 2007 17:19:17 GMT

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Changing the renderer is unnecessary, just the EXE change is sufficient. Also, we have resolved the issue in development and a release will be made after some other issues are also fixed.

Subject: Re: Renguard and xfire problems

Posted by [Drkpwn3r](#) on Fri, 11 May 2007 18:41:29 GMT

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Subject: Re: Renguard and xfire problems
Posted by [S0N1C](#) on Fri, 11 May 2007 23:11:13 GMT
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tyvm!

Will be used often.

<3 the program. Been doing it manually 4ever. lol

Subject: Re: Renguard and xfire problems
Posted by [RRkiller](#) on Fri, 11 May 2007 23:35:35 GMT
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I always say the pwner does RG work in a day not a year

Subject: Re: Renguard and xfire problems
Posted by [Crimson](#) on Sat, 12 May 2007 07:18:33 GMT
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It's not going to take us a year, ass. Besides, our soon-to-be-released fix works around XFire's issue, not vice versa.

Subject: Re: Renguard and xfire problems
Posted by [Daemon](#) on Sat, 12 May 2007 13:05:19 GMT
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Thanks for the patcher Drkpwn3r!! Now I can finally run renguard without manually fixing it for it was annoying so thank you for making a patcher for Xfire so it can fix the error for us, thanks Drkpwn3r! heh heh heh heh!
