
Subject: Xfire Support
Posted by [MGamer](#) on Thu, 10 Jul 2008 03:21:52 GMT
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Xfire will Support this?

Subject: Re: Xfire Support
Posted by [u6795](#) on Thu, 10 Jul 2008 04:44:42 GMT
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MGamer wrote on Wed, 09 July 2008 23:21Xfire will Support this?
It's just a patch, not a new seperate game or mod.

C&C Renegade is already supported by Xfire, so to answer your question, yes.

Subject: Re: Xfire Support
Posted by [cmatt42](#) on Thu, 10 Jul 2008 05:34:49 GMT
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I think he means a way for Xfire to check whether it's using D3D8 or D3D9 and adjust accordingly so you don't get that crash. Or maybe that's what I'd like.

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.

Subject: Re: Xfire Support
Posted by [u6795](#) on Thu, 10 Jul 2008 16:50:46 GMT
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...I never would have guessed that.

Subject: Re: Xfire Support
Posted by [Ghostshaw](#) on Thu, 10 Jul 2008 16:58:24 GMT

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This can all be set in some obscure config file AFAIK. We will need to come up with some way to detect xfire and catchit then fix the config file or something.

Subject: Re: Xfire Support

Posted by [=HT=T-Bird](#) on Thu, 10 Jul 2008 19:12:42 GMT

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Ghostshaw wrote on Thu, 10 July 2008 11:58 This can all be set in some obscure config file AFAIK. We will need to come up with some way to detect xfire and catchit then fix the config file or something.

The XFire updater overwrites that config file every time it installs a game update. I'll talk to Gamma and ask if there's a file for local config changes, K?

Subject: Re: Xfire Support

Posted by [TruYuri](#) on Thu, 10 Jul 2008 21:31:26 GMT

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I happen to be a friend of one of the Xfire employees, I talk to her fairly often and a few of us had talked to her to get proper support for RA: APB over Xfire (since it uses DX9). I will talk to her about this.

She even accepted my coding for getting Xfire Ingame 2.0 into APB when I got it.

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.

Subject: Re: Xfire Support

Posted by [TruYuri](#) on Fri, 11 Jul 2008 19:36:00 GMT

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I have talked to my friend the Xfire employee, and as soon as the patch is released officially by EA (if, and by the signs of it, it will) she will add support for it.
