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Subject: Re: Interesting conflict?

Posted by [Crimson](#) on Wed, 09 May 2007 22:10:02 GMT

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Since I am FINALLY able to reproduce this issue, I spoke to v00d00 about it. He suggested that he just have RenGuard load the windows d3d8.dll, which gives XFire something to hook into, rather than Xfire going into the Renegade directory and trying to hook into the d3d8.dll there which is most likely altered on all people who are suffering this problem.

Anyway, it worked. He has a couple other things he wants to fix in RenGuard before we release 1.0323, but this fix will be included. So, keep changing your dll on updates or disable Renegade support as danpaul suggested until we release a fix. I'll give you a date when we have it.

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