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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.

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