
Subject: RenGuard Crash

Posted by [Nightma12](#) on Sun, 02 Jul 2006 08:15:33 GMT

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this seems to be different from the ones caused by the windows patch, as my error is not within kernel32.dll

although i get an error, RG seems to run fine in the background untill i click Close on the error report?

Subject: Re: RenGuard Crash

Posted by [Adad](#) on Sun, 02 Jul 2006 09:08:36 GMT

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I guess you're using XFire when you got this error.

If so, go to your XFire directory, open xfire_games.ini, search for Renegade. Change the LauncherExe to game2.exe, then save and restart XFire.

P.S: If you're using RenD3D9, change the InGameRenderer from D3D8 to D3D9.

Subject: Re: RenGuard Crash

Posted by [Nightma12](#) on Sun, 02 Jul 2006 09:55:12 GMT

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tried both and it still crashes

and yes i am useing D3D9

Subject: Re: RenGuard Crash

Posted by [=HT=T-Bird](#) on Sun, 02 Jul 2006 11:23:25 GMT

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Nightma12 wrote on Sun, 02 July 2006 04:55tried both and it still crashes

and yes i am useing D3D9

Oh great, where are the XFire gurus when we need them? (PS, you'll have to do what Adad said every single time XFire updates itself.)
