
Subject: Interesting conflict?

Posted by [warranto](#) on Mon, 07 May 2007 16:31:00 GMT

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Just something that was posted over at n00bstories:

http://www.n00bstories.com/n00bfile_view.php?id=6874

Apparently some NCSOFT games are causing a conflict with Renguard, which makes crash.

Can anyone at BHS confirm/deny/explain? This is amusing to say the least (not in a bad way, but in something that was unpredictable)

One thing to add: I have City of Villains installed, and have never had this problem.

Subject: Re: Interesting conflict?

Posted by [sadukar09](#) on Mon, 07 May 2007 20:08:33 GMT

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renguard like villans more than heroes never had that problem but mine renguard tend 2 crash cuz of my windows firewall and i uninstalled it after i was harvy walking and it crashed

Subject: Re: Interesting conflict?

Posted by [Dr. Lithius](#) on Tue, 08 May 2007 08:44:07 GMT

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Okay, so... I had a couple addendums to this claim that the City of Heroes online updater thingy's installation is incompatable with RenGuard.

Firstly, it seems that XFire is part of the problem. As seen below, one of the DLLs -- the main DLL having an issue -- is one of XFire's. This is verified by running RenGuard while City of Heroes is installed but without running XFire. RenGuard runs just fine in this instance. Similarly, running RenGuard after uninstalling City of Heroes but with XFire up and running produces the same results. It seems to me that XFire needs to do some research, as do Black Hand Studios and maybe even NCSOFT.

Secondly, because "the process cannot access the file because it is being used by another process," I can't give you the absolute full 92 Module report with extended code. I will, however, type up the first bit of it for reference.

Error Signature -----

AppName: game.exe AppVer: 1.0.3.2 ModName: xfire_toucan_26107.dll
ModVer: 1.0.0.25432 Offset: 000040cbb

Exception Information

Code: 0xc0000005 Flags: 0x00000000
Record: 0x0000000000000000 Address: 0x000000000d20cbb

System Information

Windows NT 5.1 Build: 2600
CPU Vendor Code: 68747541 - 69746E65 - 444D4163
CPU Version: 00000662 CPU Feature Code: 0383FBFF
CPU AMD Feature Code: C1C3FBFF

Module 1

game.exe
Image Base: 0x00400000 Image Size: 0x00000000
Checksum: 0x00075646 Time Stamp: 0x4630775e

Version Information

Signature: feef04bd
StrucVer: 00010000
FileVer: (1.0:3.2)
ProdVer: (1.0:3.2)
FlagMask: 00000017
Flags: 00000000
OS: 00000004
FileType: 00000001
SubType: 00000000
FileDate: 00000000:00000000

Thirdly, I'll supply the supplemental XML style sheets to go along with what little information I'm supplying. Here they are in XML and TXT format. (Attachment)

That is all.

Edit:

That is not all, apparently. After the last update to XFire, now I can't run RenGuard without it crashing if XFire is running even with City of Heroes uninstalled again! As soon as XFire sees the damned process -- "game.exe" -- running, RenGuard breaks! While I realize this is more than likely a failsafe for guarding against hacking programs that target "game.exe" while running, XFire is not one of those programs! And apparently, this's been happening for quite some time, I hear. And recall. And have experienced.

What do you have to say for yourselves, Black Hand Studios?

File Attachments

1) [f054_appcompat.zip](#), downloaded 287 times

Subject: Re: Interesting conflict?

Posted by [Ghostshaw](#) on Tue, 08 May 2007 09:38:10 GMT

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I think Xfire tries to hook the games by catching the process through an executable name(which is stupid). It proolly inserts some crap into renguard which is very bad for it.

-Ghost-

Subject: Re: Interesting conflict?

Posted by [=HT=T-Bird](#) on Tue, 08 May 2007 11:44:05 GMT

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Ghostshaw wrote on Tue, 08 May 2007 04:38I think Xfire tries to hook the games by catching the process through an executable name(which is stupid). It proolly inserts some crap into renguard which is very bad for it.

-Ghost-

To elaborate on this issue:

XFire only knows about the Renegade EXE being called game.exe. (as it does OOB)

RenGuard's installer moves the Renegade EXE to game2.exe and XFire does not pick up on that

Hence, the crash (RenD3D9 seems to be part of it too, btw)

It is possible to patch your xfire_games.ini (it's in your XFire install folder) to work around this issue; however, you will have to re-apply the patch every time XFire updates itself.

I have spoken to =HT=Gamma about the issue and he will speak to the dev responsible for game support about it...

Subject: Re: Interesting conflict?

Posted by [cmatt42](#) on Tue, 08 May 2007 19:51:51 GMT

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Yes. Just go into xfire_games.ini, go to the Renegade sections, change game.exe to game2.exe, and change the renderer from d3d8 to d3d9.

Subject: Re: Interesting conflict?

Posted by [Dr. Lithius](#) on Tue, 08 May 2007 23:36:42 GMT

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So essentially, I'm getting the brush-off here because, as far as everyone's concerned, "If I use Xfire and don't change the INI file every upgrade, I deserve to have RenGuard crash."? Or is someone from Black Hand Studios going to politely ask the folks at Xfire to add the whole "game2.exe" setting to their INI file as a permanent thing? Furthermore, will they do it, seeing as RenGuard is a third-party program, despite being approved (though not supported) by EA Games

themselves? (If I recall correctly.)

Subject: Re: Interesting conflict?
Posted by [Crimson](#) on Tue, 08 May 2007 23:44:36 GMT
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I think we'd be better off just having RenGuard alter XFire's INI file. Unfortunately, changing it still requires an XFire restart. I'd say we need to hook a debugger up and see what Xfire is doing to make RenGuard crash.

Subject: Re: Interesting conflict?
Posted by [Dr. Lithius](#) on Wed, 09 May 2007 07:19:41 GMT
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Well, I wish you the best of luck, Crim. Black Hand Studios. I've done all I can outside of the seemingly impossible, so...I'll shut up now.

salute

Subject: Re: Interesting conflict?
Posted by [danpaul88](#) on Wed, 09 May 2007 09:42:10 GMT
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For the record: There's an option in xfire to disable ingame support for specific games, which stops any crashing and does not get reset after an update.

Subject: Re: Interesting conflict?
Posted by [=HT=T-Bird](#) on Wed, 09 May 2007 11:29:37 GMT
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Dr. Lithius wrote on Tue, 08 May 2007 18:36: So essentially, I'm getting the brush-off here because, as far as everyone's concerned, "If I use Xfire and don't change the INI file every upgrade, I deserve to have RenGuard crash."? Or is someone from Black Hand Studios going to politely ask the folks at Xfire to add the whole "game2.exe" setting to their INI file as a permanent thing? Furthermore, will they do it, seeing as RenGuard is a third-party program, despite being approved (though not supported) by EA Games themselves? (If I recall correctly.) OK, my clanmate (Gamma) is already putting a bug in the XFire team's collective ear about this issue...

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.

Subject: Re: Interesting conflict?

Posted by [=HT=T-Bird](#) on Fri, 11 May 2007 01:39:46 GMT

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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: Interesting conflict?

Posted by [Crimson](#) on Fri, 11 May 2007 17:19:49 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.
