Subject: Re: Xfire bug
Posted by cmatt42 on Sun, 23 Mar 2008 22:12:31 GMT

Go into your Xfire directory, and open xfire_games.ini.

Find the Renegade entries (there are two; you can use Ctrl + F in notepad), and find "InGameRenderer=D3D8" and change it to "InGameRenderer=D3D9". Save the file, and close and reopen Xfire. It should now cause no problems.

Note that you must do this every time Xfire updates.