Subject: THE DAY HAS COME
Posted by Muad Dib15 on Thu, 21 Aug 2008 22:09:42 GMT
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I unfortunitly don't have a screenshot to prove it, but our dear old renegade has ingame xfire chat support. Infact, I used it to scare one of the guys on noobless today. I just wanted to let you all know incase you have xfire and didn't know that it now supports ingame chat with renegade.

Subject: Re: THE DAY HAS COME
Posted by =HT=T-Bird on Thu, 21 Aug 2008 22:43:13 GMT
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Yep. See this link for what brought it up...this is just that thread coming to fruition (thank Gamma, MGamer, TruYuri, b4it, and me for this

Subject: Re: THE DAY HAS COME
Posted by trooprm02 on Fri, 22 Aug 2008 01:04:41 GMT
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So has the "more server support" issue also been fixed?

Subject: Re: THE DAY HAS COME
Posted by Xylaquin on Fri, 22 Aug 2008 08:26:05 GMT
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Does this mean we don't have to use the ren/xfire patcher if we have renguard or dx9 for ren installed?

Subject: Re: THE DAY HAS COME
Posted by =HT=T-Bird on Fri, 22 Aug 2008 12:26:13 GMT
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Yep, that's right Xylaquin: that patch has now been incorporated into XFire.

As far as the "more server support" issue goes: it isn't fixable. XFire was built around the GSA model of "go query the server for its data" as opposed to the WOL model which requires XFire to go query the WOL/XWIS master server for that data. So, unless we can figure out the directconnect puzzle in such a way that GSA doesn't get thrown out the window...only GSA-capable Ren servers will work with XFire.

Subject: Re: THE DAY HAS COME
Posted by mrÃ£Ã§Ä·z on Fri, 22 Aug 2008 12:39:02 GMT
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everyone can hear it without Xfire?

Subject: Re: THE DAY HAS COME
Posted by trooprm02 on Fri, 22 Aug 2008 15:23:29 GMT
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=HT=T-Bird wrote on Fri, 22 August 2008 07:26Yep, that's right Xylaquin: that patch has now been incorporated into XFire.

As far as the "more server support" issue goes: it isn't fixable. XFire was built around the GSA model of "go query the server for its data" as opposed to the WOL model which requires XFire to go query the WOL/XWIS master server for that data. So, unless we can figure out the directconnect puzzle in such a way that GSA doesn't get thrown out the window...only GSA-capable Ren servers will work with XFire.

How come then, that all the GSA servers are not listed? How does it pick which ones to list?

Subject: Re: THE DAY HAS COME
Posted by =HT=T-Bird on Fri, 22 Aug 2008 17:12:13 GMT
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"Listed"? XFire doesn't list servers. It will show you data about the server someone is playing on though...

However, I think what you're talking about is an issue where WOLSpy servers fail to respond to the GSA query from XFire despite responding to GSA queries from other places. (Wrong port, maybe?)
Fixing it would require either a) a patch to XFire or b) an implementation of WOLSpy that can handle GSA queries that are embedded in the game traffic. I'll talk to b4it about it and see what can be done

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