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Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Dreadlord](#) on Thu, 15 Sep 2005 09:59:07 GMT

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this solution doesn't work. this damned program is only "Buffer overload"  
once i've loaded the RenGuard normally, but it lowered my FPS from 60 to 4-7 in MAIN GAME'S  
MENU (!!!)

then I've quitted the game and unchecked the option "Disable core patches" and i began to install  
the CP1. this thing suddenly crashed after beginning of the download...

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