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

Posted by [Dreadlord](#) on Thu, 15 Sep 2005 20:05:24 GMT

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when i deactivated the RenGuard, fps restored to 60

and about this patch. it looks like this is a patch for those who don't use RenGuard (standalone as i see). will it work with the renguard?

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