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

Posted by [Dreadlord](#) on Fri, 16 Sep 2005 09:14:36 GMT

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i have a Pentium 4 2GHz, 512 Mb RAM and videocard Radeon 9600 with 256 Mb.  
so my comp isn't suxx. there maybe another reasons. but i have no viruses(check every day) and  
no spyware(also check every day). and i tried to use Bug Doctor, cleaned everything...  
wtf is going on?

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and another funny thing. i start RenGuard, quickly click on the button "Renegade" and game loads  
while Renguard connects to a secure link. then RenGuard overruns the buffer(it happens anyway  
even if i dont run Renegade). I simply don't click "OK" in the error box(this doesn't close crashed  
renGuard) and I go back to loaded Renegade. then I simply connect to WOL and play servers  
consider this as a normally working RenGuard

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