Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"
Posted by EA-DamageEverything on Sat, 15 Oct 2005 02:06:06 GMT
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I experienced this error too a few minutes ago. My comp is running with Win2000 SP4 with all latest Updates from Mister Gates.

My funny thing is, this is the first time I experienced this on Win2000. Before 2000, I had WinXP SP2 and before this, I had 2000 without this Bug. I haven't changed any Hardware except OCed my CPU and even the Software ist still the same like on WInXP (such as Office, Norton utilities, Renegade, DivX etc...).

I tried with Norton WinDoctor which solves nearly 100% of all Registry probs, but it failed.

There is a Thread about this in a german Forum (www.cncforen.de)where MAC wrote, we should consider upgrading to WinXP because the problem is known only on Win2000. I downgraded yesterday and don't think about going back to WinXP for the next time.

I will delete the Nvidia Forceware 78.01 soon and install the good old 66.93 (with this driver I had no problems on Win2000 like I have written above). I hope this helps, I keep checking back here whether if it fails or not.