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Subject: Re: Renguard Completely Screwed up for the 2 weeks...

Posted by [Goztow](#) on Mon, 05 Dec 2005 07:44:51 GMT

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Kanezor wrote on Sat, 03 December 2005 14:03Goztow wrote on Sat, 03 December 2005 06:48Donno if anyone noticed this too. Sometimes, my game.exe goes berserk, taking up 90+ % of my CPU.

That's most likely a side effect of the buffer overrun problem -- no doubt your game.exe crashes a few moments later?

It doesn't: I make it crash myself through ctrl-alt-del. And guess what: it doesn't even close my Renegade, though I ain't using rg anymore at that moment.

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