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Subject: Buffer Overrun

Posted by [Leertaste](#) on Mon, 18 Apr 2005 18:05:01 GMT

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always i try to start CCR with ASE ( tha All Seeing Eye) i get a warning, that i've a buffer-overrun, and that would crash my game. i just don't know where the problem may be. when i use the WOL, i've no problems.

i got these problems since i reinstalled CCR and ASE and Renguard, cause i had no internet for a long time. now i tryed to play CCR with ASE, cause my clan has a server there, i couldn't. can some1 help me plz ?

btw: i don't know very much about computers, i just play with em, use the internet for chatting and Foruming, but i do not understand anything about the technique, so plz ansvere me in a language a stupid user can understand ^^

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Posted by [JPNOD](#) on Mon, 18 Apr 2005 19:38:25 GMT

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By any chance your running Windows XP with Service Pack 2?

If so i might know what the problem is.

This thing called DEP is integrated in Windows XP sp2 combined with a XD intel processor ore AMD 64. It stops some\* virusses wich are caused by buffer overruns. But this obviously isnt a virus its just causing your game to crash, so either way if you have the above, turn it off. Ore put the programms wich are the problem in the DEP ingnore list.

If you dont have XP with sp2 i havent then i haven't said a thing :oops:

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Subject: Buffer Overrun

Posted by [Leertaste](#) on Mon, 18 Apr 2005 20:02:30 GMT

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sorry, but just xp with service pack 1 ^^

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