
Subject: buffer overrun

Posted by [killogic](#) on Tue, 01 Nov 2005 23:51:23 GMT

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Everytime I try to get onto Multiplayer Internet I keep getting an error message "Microsft Visual C++ Runtime...buffer overrun...C:\Westwood\Renegade\Game.exe

I haven't made any changes to my computer or the game and I was just playing yesterday but I can't get on today no matter how I try. Any suggestions?

Subject: Re: buffer overrun

Posted by [=HT=T-Bird](#) on Wed, 02 Nov 2005 00:05:04 GMT

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killogic wrote on Tue, 01 November 2005 17:51Everytime I try to get onto Multiplayer Internet I keep getting an error message "Microsft Visual C++ Runtime...buffer overrun...C:\Westwood\Renegade\Game.exe

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Are you running W2K? If you can answer "yes" to that question, then wait patiently for RG 1.04. Otherwise, I dunno what to say...

Subject: Re: buffer overrun

Posted by [Kanezor](#) on Wed, 02 Nov 2005 08:21:13 GMT

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If you are not running Windows 2000 and can still reproduce the error, then please visit [#bhs_support](#) on [irc.n00bstories.com](#) and let one of the moderators there know.
