
Subject: C++ ERROR - Buffer Overrun Detected...
Posted by [JasonKnight](#) on Mon, 04 Sep 2006 03:37:58 GMT
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umm, the image pretty much explains it..

how do i get renguard working.. im getting sick and tired of the freaking renguard pop-up's in the servers... seems like every time they show up is when im in the middle of a gun fight...

any help would be nice..

here is the other thing, the computer i am using is the exact same as it was a year ago when i used to play. renguard worked back then, but now, doesn't

* don't mind the file name... i have been trying to fix this for the past few hours... with no luck.

Subject: Re: C++ ERROR - Buffer Overrun Detected...
Posted by [light](#) on Mon, 04 Sep 2006 03:44:16 GMT
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Jason, long time no see. How are ya?

Subject: Re: C++ ERROR - Buffer Overrun Detected...
Posted by [JasonKnight](#) on Mon, 04 Sep 2006 03:47:39 GMT
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doing good, all except for this... any idea light? i cant figure it out...

Subject: Re: C++ ERROR - Buffer Overrun Detected...
Posted by [Goztow](#) on Mon, 04 Sep 2006 06:54:35 GMT
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Do you use Windows 2000 or a 64bit version? RG doesn't support those.

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [light](#) on Mon, 04 Sep 2006 08:56:37 GMT

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JasonKnight wrote on Mon, 04 September 2006 15:47doing good, all except for this... any idea light? i cant figure it out...

I'd love to help but I don't use RG, sorry mate.

PM me your MSN/where you'll be on IRC, we gota catch up.

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [JasonKnight](#) on Mon, 04 Sep 2006 12:16:08 GMT

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windows 2000...

i always knew that Renguard didn't support it. and i have no problem with that.

my sproblem is that a year ago, on the same exact set up. it worked.

now it doesn't. nothing has changed. except this 1.031 (was only 1.03 then)

so i know its nothing on my end. maybe i should just redo my whole hard drive, its been dieing for it for a while... idk...

kinda makes me mad though... worked, then doesn't... ahh well... guess i have to wait 2 more years for SP2 lol

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [Goztow](#) on Mon, 04 Sep 2006 12:28:56 GMT

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JasonKnight wrote on Mon, 04 September 2006 14:16windows 2000...

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years for SP2 lol

CP 2 can be downloaded as standalone. Check the sticky in the "core patch" subforum.

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [danpaul88](#) on Mon, 04 Sep 2006 13:00:44 GMT

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I think he means Vista SP2 gozy...

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [Goztow](#) on Mon, 04 Sep 2006 13:35:06 GMT

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Oops, I ment CP2...

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [kiklion](#) on Thu, 07 Sep 2006 22:46:59 GMT

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So how can I play on renguard required servers while using windows 2000?

Core patch 2 supposed to do it? I went to it but it just confused me.

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [Goztow](#) on Fri, 08 Sep 2006 07:32:24 GMT

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kiklion wrote on Fri, 08 September 2006 00:46So how can I play on renguard required servers while using windows 2000?

Core patch 2 supposed to do it? I went to it but it just confused me.

You just can't.

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [light](#) on Fri, 08 Sep 2006 11:03:08 GMT

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Hold your breath and wait for RG 1.04.

If you're still conscious when it arrives, write to the Guinness World Records people and apply for

the greatest lung capacity.

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [jnz](#) on Fri, 08 Sep 2006 18:56:49 GMT

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light wrote on Fri, 08 September 2006 12:03 Hold your breath and wait for RG 1.04.

If you're still conscious when it arrives, write to the Guinness World Records people and apply for the greatest lung capacity.

lol, cant you use compatability or doen't windows 2000(lol, windows is so crap) have it?

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [Kamuix](#) on Fri, 08 Sep 2006 21:41:07 GMT

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Or does it?

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [Teh-Pwnerer](#) on Sat, 09 Sep 2006 00:17:59 GMT

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I just use renguard when it works

When it doesn't work, I edit the shortcut on the desktop and point it out to "game2.exe" so it skips running renguard.

When it starts working again, I just change it back to "game.exe"

Hopefully, the new and improved renguard will make the anti-cheat program less easier to crash + un-bypassable

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [fl00d3d](#) on Sat, 09 Sep 2006 11:35:50 GMT

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Teh-Pwnerer wrote on Fri, 08 September 2006 20:17 I just use renguard when it works

When it doesn't work, I edit the shortcut on the desktop and point it out to "game2.exe" so it skips running renguard.

When it starts working again, I just change it back to "game.exe"
Hopefully, the new and improved renguard will make the anti-cheat program less easier to crash + un-bypassable

Or you just cheat? http://www.renegadeforums.com/index.php?t=msg&rid=1400&mp;th=21174&goto=218233#msg_218233

Goztow wrote on Fri, 08 September 2006 03:32kiklion wrote on Fri, 08 September 2006 00:46So how can I play on renguard required servers while using windows 2000?

Core patch 2 supposed to do it? I went to it but it just confused me.
You just can't.

I use Windows 2000 with SP4, all security patches. Though BHS does not officially support it, RenGuard DOES work with win2k. There are just a lot of memory allocation problems that cause these sort of dumps. I have a little "trick" that I use and it seems to work most of the time; perhaps it will help you:

- (1) When you load up RenGuard, make sure that no other applications are in focus. Let RenGuard load completely (the website that loads) before you click to join game.
- (2) When you join the game, give the game a second to load you (if you're connected through WOL/XWIS then you can ignore this step) ie. "you are connected to a RG protected server". Don't run off to make a purchase, move, or even breath.
- (3) If the overrun keeps happening before you get the chance to join the game - close out RenGuard completely (check your task manager to be sure its closed) and try again. Some days it seems to be more touchy than others - and without knowing much about how the webpage component itself loads, I'm willing to bet it has something to do with that.

I've had Win2k since I started playing and I've never had trouble with it. Yes, XP has the "compatibility layer" but so does Win2k (you just have to enable it with a registry 'hack'). Win2k and XP are very much alike.

I hope this helps.

Subject: Re: C++ ERROR - Buffer Overrun Detected...

Posted by [light](#) on Sun, 10 Sep 2006 01:11:35 GMT

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help-linux wrote on Sat, 09 September 2006 06:56light wrote on Fri, 08 September 2006 12:03Hold your breath and wait for RG 1.04.

If you're still conscious when it arrives, write to the Guinness World Records people and apply for the greatest lung capacity.

lol, cant you use compatability or doesn't windows 2000(lol, windows is so crap) have it?
The flaw isn't in Windows, it's in RenGuard.

Subject: Re: C++ ERROR - Buffer Overrun Detected...
Posted by [JasonKnight](#) on Sun, 10 Sep 2006 03:18:43 GMT
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Compatibility is in Windows 2000 pro, you just have to activate it. and you have to have SP2 or later to do it.

And no, that doesn't fix it. i pretty much just say screw it, and i think of it as a honor when i get blamed for cheating... it just means im that much better as a player.

the only modified filed in my DATA folder are sound files. and last I knew those didnt help you win.

Subject: Re: C++ ERROR - Buffer Overrun Detected...
Posted by [fl00d3d](#) on Sun, 10 Sep 2006 08:10:51 GMT
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fl00d3d wrote on Sat, 09 September 2006 07:35

I've had Win2k since I started playing and I've never had trouble with it. Yes, XP has the "compatibility layer" but so does Win2k (you just have to enable it with a registry 'hack'). Win2k and XP are very much alike.

Pretty sure I had already said that. And RenGuard does work with Windows 2000. It just causes a hell of a lot more errors. For every 20 times I try to join a server in one day, I would say 5 to 10 of those times RenGuard gives me trouble. That is nowhere close to "I'd pretty much say screw it" lol. Plus some people don't have the option of just 'taking it as an honor' because you're so good people assume you're cheating and you get kicked/banned. No fun in that. I'd rather try 5 to 10 times to get it to connect and work then not run it at all.
