
Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Kanezor](#) on Thu, 15 Sep 2005 18:59:40 GMT

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Dreadlord wrote on Thu, 15 September 2005 05:59: this solution doesn't work. this damned program is only "Buffer overload"

once i've loaded the RenGuard normally, but it lowered my FPS from 60 to 4-7 in MAIN GAME'S MENU (!!!)

then I've quitted the game and unchecked the option "Disable core patches" and i began to install the CP1. this thing suddenly crashed after beginning of the download...

Don't blame RenGuard for your FPS drop.

You could try to manually download and install CorePatch 1. You can download it here:

http://download.blackhand-studios.org/standalone_cp1.zip
