

---

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

Posted by [Scorpio9a](#) on Sat, 15 Oct 2005 09:19:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hopefully its fixed in 1.04, sadly we don't have pc's with Windows 2000 ourselves where we can test it on.

We fixed a few cases where buffer overrun could happen, but i doubt that the problem is caused by this.

---