
Subject: Re: Error allocating memory (685)
Posted by [Lance3066](#) on Thu, 19 Jan 2006 00:11:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

You know, I think it has something to do with blaze rotate, I just recently got 3.0 and that is when renguard started doing this. It hasn't happened until I got Blazerotate.
