

---

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

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

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

---

Teh-Pwnerer wrote on Fri, 08 September 2006 20:17I 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&a mp;a mp;th=21174&goto=218233#msg\\_218233](http://www.renegadeforums.com/index.php?t=msg&rid=1400&a mp;a 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.

---