
Subject: Re: C++ ERROR - Buffer Overrun Detected...
Posted by [f100d3d](#) on Sun, 10 Sep 2006 08:10:51 GMT

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

f100d3d 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.
