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Subject: Re: runtime error

Posted by [StealthEye](#) on Thu, 12 Apr 2012 15:46:43 GMT

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Yeah, that's a pretty generic message which shows up in certain kinds of crashes.

We fixed the issue via TeamViewer though: game.exe was set to Windows 2000 compatability mode, which apparently triggers this crash. (Additionally it showed a "Not compatible with windows versions prior to XP", so there's nothing we should change here.)

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