
Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [kirby561](#) on Sat, 17 Jul 2004 02:37:45 GMT

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Ok Renguard was working fine yesturday, but I just went to start it a minute ago and it sais:
"

Buffer Overrun Detected!

Program: C:/westwood/renegade/game.exe

A buffer overrun has been detected which has corrupted the programs internal state. The program cannot safely continue execution and must be terminated.

"

Only option is OK which closes renguard and renegade. WTH is wrong?

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [pvtschlag](#) on Sat, 17 Jul 2004 04:35:45 GMT

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the same thing just happened to me ./ and it was working fine earlier today.

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [Phil162](#) on Sat, 17 Jul 2004 13:36:28 GMT

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i posted about this ages ago. People were happy to tell me what caused it but not how to fix it ./

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [mac](#) on Sun, 18 Jul 2004 15:42:06 GMT

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It seems that installing the newest Visual Studio/Visual Basic runtime files seems to fix this.

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [Nightma12](#) on Sun, 18 Jul 2004 15:57:41 GMT

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i still have the VB6 SP6 run time files and my RG works fine

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [Wolomy](#) on Thu, 12 Aug 2004 21:21:11 GMT

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I had this problem a few weeks ago, at the time installing new vb6 files fixed it, however renguard has now started getting run time errors again and is pretty unusable. Have tried reinstalling, getting latest drivers etc, nothing seems to work. I do not have this problem with anything else.

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [Wolomy](#) on Fri, 13 Aug 2004 00:44:49 GMT

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Been playing around a bit and noticed that immediately after restarting computer renguard would run without errors. I am still checking things but it seems to be linked to winamp(5.0.3), when winamp is not running renguard will load, when winamp is playing renguard does its error thing and dies. Could be utter rubbish of course, anyone else feel like testing this?

win2000 sp4, athlon 1666, 1024 ram, geforce 5600

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [flyingfox](#) on Fri, 13 Aug 2004 00:53:24 GMT

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your memory allocations might be incorrectly set. I hardly know what I'm talking about here but the buffer overrun/runtime errors might be related to invalid memory accesses if you can run renguard without running winamp. My renguard opens with winamp and a video playing already but my computer suffers from invalid memory accesses which even prevent a few programs from uninstalling. I suggest you run Windows Media Player/RealOne Player or another media player that uses reasonable resources and see if renguard crashes again.

Subject: HELP! Some error "Buffer Overrun" How do I fix?!?!

Posted by [Blazer](#) on Fri, 13 Aug 2004 05:42:21 GMT

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Or, you could not have winamp running when you play Renegade
