
Subject: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Simsler](#) on Sun, 19 Sep 2004 10:00:43 GMT

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The solution is:

- Download PCBugDoctor version 1.0.0.4 (you will find it with google.at)
- install it
- register it with a correct name and correct s/n (you will find them in the internet too)
- Run PCBugDoctor and and klick "start scan now"
- The programm will find some bugs and you can klick "fix errors now"

Now renguard should run without any problems. It's possible, that a few days later the problem will occure again, then run PCBugDoctor again. (In any case you should run PCBugDoctor every few days. Your PC will thank it to you)

Please write me an e-mail, if this solution has worked
(simsler@sms.at)

Subject: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [mac](#) on Tue, 21 Sep 2004 13:10:35 GMT

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Anyone can confirm this?

Subject: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [localhost](#) on Fri, 24 Sep 2004 09:39:02 GMT

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Yes.

Subject: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Hammergeilo](#) on Fri, 28 Jan 2005 15:27:09 GMT

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(

that does not help by me (

ist comes again ((((((

need help !!

Subject: Need Unlock key

Posted by [ThePerson98](#) on Sun, 30 Jan 2005 03:33:20 GMT

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I cant find an unlock key, and I am not downloading those cruddy virus infected programs just to find out that it did nothing. So if someone could post up an unlock key for it here it would help a lot.

Subject: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [\[-GN-\]Murray](#) on Sat, 05 Feb 2005 11:23:10 GMT

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the pc bug doctor dosent help....I have to start renguard 8 to 10 times untill it works....

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Venom](#) on Sat, 03 Sep 2005 20:36:57 GMT

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kann mir einer weiter helfen wenn ich the all seeing eye geöffnet habe dann geh ich z.b. auf community und reneguard öffnet sich dann kommt dies
A buffer overrun

Programm: C:\Westwood\Renegade\Game.Exe

Abuffer overrun has been detected which has corrupted teh programm's internal state. The programm cannot safely continue execution and must now be terminated

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Nightspark](#) on Tue, 06 Sep 2005 19:45:13 GMT

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what is that "Visual C++ Runtime - Buffer overrun" anyway ??
i got it right now

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Dreadlord](#) on Thu, 15 Sep 2005 09:59:07 GMT

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this solution doesn't work. this damned program is only "Buffer overload"
once i've loaded the RenGuard normally, but it lowered my FPS from 60 to 4-7 in MAIN GAME'S MENU (!!!)

then I've quitted the game and unchecked the option "Disable core patches" and i began to install the CP1. this thing suddenly crashed after beginning of the download...

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"
Posted by [Kanezor](#) on Thu, 15 Sep 2005 18:59:40 GMT

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Dreadlord wrote on Thu, 15 September 2005 05:59this solution doesn't work. this damned program is only "Buffer overload"
once i've loaded the RenGuard normally, but it lowered my FPS from 60 to 4-7 in MAIN GAME'S MENU (!!!)

then I've quitted the game and unchecked the option "Disable core patches" and i began to install the CP1. this thing suddenly crashed after beginning of the download...
Don't blame RenGuard for your FPS drop.

You could try to manually download and install CorePatch 1. You can download it here:
http://download.blackhand-studios.org/standalone_cp1.zip

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"
Posted by [Dreadlord](#) on Thu, 15 Sep 2005 20:05:24 GMT

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when i deactivated the RenGuard, fps restored to 60

and about this patch. it looks like this is a patch for those who don't use RenGuard (standalone as i see). will it work with the renguard?

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"
Posted by [Kanezor](#) on Fri, 16 Sep 2005 00:15:05 GMT

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Yes, it should work with RenGuard installed.

Also, if RenGuard causes your framerate to drop, then your computer sucks ass. Pure and simple.

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Dreadlord](#) on Fri, 16 Sep 2005 09:14:36 GMT

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i have a Pentium 4 2GHz, 512 Mb RAM and videocard Radeon 9600 with 256 Mb.
so my comp isn't suxx. there maybe another reasons. but i have no viruses(check every day) and no spyware(also check every day). and i tried to use Bug Doctor, cleaned everything...
wtf is going on?

and another funny thing. i start RenGuard, quickly click on the button "Renegade" and game loads while Renguard connects to a secure link. then RenGuard overruns the buffer(it happens anyway even if i dont run Renegade). I simply don't click "OK" in the error box(this doesn't close crashed renGuard) and I go back to loaded Renegade. then I simply connect to WOL and play servers consider this as a normally working RenGuard

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Dreadlord](#) on Sun, 25 Sep 2005 09:20:26 GMT

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a strange but working salvation from Buffer Overrunning.

i've installed the game "Xenus: Boiling Point" and now RenGuard works fine without errors and fps dropping LOL

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [rc22fires](#) on Mon, 26 Sep 2005 23:13:35 GMT

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Kanezor's retarded signature.

EA Owns

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [EA-DamageEverything](#) on Sat, 15 Oct 2005 02:06:06 GMT

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I experienced this error too a few minutes ago. My comp is running with Win2000 SP4 with all latest Updates from Mister Gates.

My funny thing is, this is the first time I experienced this on Win2000. Before 2000, I had WinXP SP2 and before this, I had 2000 without this Bug. I haven't changed any Hardware except OCed my CPU and even the Software ist still the same like on WInXP (such as Office, Norton utilities, Renegade, DivX etc...).

I tried with Norton WinDoctor which solves nearly 100% of all Registry probs, but it failed.

There is a Thread about this in a german Forum (www.cncforen.de) where MAC wrote, we should consider upgrading to WinXP because the problem is known only on Win2000. I downgraded yesterday and don't think about going back to WinXP for the next time.

I will delete the Nvidia Forceware 78.01 soon and install the good old 66.93 (with this driver I had no problems on Win2000 like I have written above). I hope this helps, I keep checking back here whether if it fails or not.

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [Scorpio9a](#) on Sat, 15 Oct 2005 09:19:16 GMT

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Hopefully its fixed in 1.04, sadly we don't have pc's with Windows 2000 ourselves where we can test it on.

We fixed a few cases where buffer overrun could happen, but i doubt that the problem is caused by this.

Subject: Re: I've solved "Visual C++ Runtime - Buffer overrun"

Posted by [trooprm02](#) on Sat, 15 Oct 2005 20:29:14 GMT

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Theres an easier way.....switch running between, game.exe and renegade.exe
