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Subject: Buffer

Posted by [neit](#) on Tue, 25 Apr 2006 03:00:21 GMT

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is there anyway to get around the 2000 glitch with the buffer overflow? Please say there is pllllleeeeeease!!

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Subject: Re: Buffer

Posted by [Goztow](#) on Tue, 25 Apr 2006 06:51:56 GMT

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yes: wait for renguard 1.04

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Subject: Re: Buffer

Posted by [light](#) on Tue, 25 Apr 2006 09:36:19 GMT

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Goztow wrote on Tue, 25 April 2006 18:51: yes: wait for renguard 1.04  
What he really means is no, not right now.

And we have no idea when 1.04 will be out. Don't get you hopes up for a quick release.

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Subject: Re: Buffer

Posted by [neit](#) on Sun, 30 Apr 2006 20:20:16 GMT

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actually, the other day it worked, I have no idea what I did, but it worked for two days, now it's back to how it is....poo...I wanted to play on UNGames. I suppose I'll keep trying and see if I can get it to work again.

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Subject: Re: Buffer

Posted by [Kanezor](#) on Mon, 01 May 2006 03:48:47 GMT

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One thing you can do is to avoid the use of the "/multi" or "-multi" switch. I've found that my RenGuard 1.03 installation hemorrhages memory when I use the switch. RenGuard doesn't support the "/multi" switch anyways, so I've stopped using it.

If you don't know what I'm talking about, then you're probably not using it anyways, and should just ignore me...

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Subject: Re: Buffer

Posted by [neit](#) on Mon, 01 May 2006 19:15:22 GMT

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nope, no clue. lol, sorry. The way it works for me (\*note\* NOT ALL THE TIME) is to click like your finger is seizing on the "Renegade" button when Renguard starts up, then it'll be clicked before the message pops up, sometimes it'll still pop up, but other times it works! oh, and it works even best if you have the no CD "game.exe." from www.unrules.com and then click it directly from the file, not on the Star menu or desktop, but the actual C:\programfiles\westwood\renegade portion. then renguard will run fine, I'm not sure if it does all the stuff it's supposed to. Maybe the people who made it could try it out and see if it's still running the anti-cheat stuff it's supposed to. but, yeah, do that and it'll work 'till you shut it off, and it's kind of a hassle so I suggest just trying it whenever you log on and if it doesn't work just use a non-renguard server.

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Subject: Re: Buffer

Posted by [mision08](#) on Tue, 02 May 2006 03:17:56 GMT

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I'm curious, are you referring to dual processors?

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Subject: Re: Buffer

Posted by [Kanezor](#) on Tue, 02 May 2006 07:27:56 GMT

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mision08 wrote on Mon, 01 May 2006 22:17 I'm curious, are you referring to dual processors?  
ermm... i don't see anything that might hint at or refer to dual processors...

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