Posted by ingram091 on Wed, 31 Aug 2005 15:36:12 GMT
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mac wrote on Sun, 10 April 2005 16:35Can't be fixed, Sorry.

so your saying that the people that have had the buffer overrun error for over a year will NEVER be able to use renguard? I don't understand why this is acceptable to you guys. I have never been able to get renguard to work right again since the launch of 1.03. it worked 100% before this with 1.02.

I have done the Registry fixes and reloaded runtimes. Hell I even formatted my hard drive and started 100% from scratch. It worked for 1st time and next run I was back to the same problem I had all along.   Buffer overrun error.

I just do not understand this problem. I was a firm supporter of renguard in previous version and I use Scripts 2.1.3 and latest BHS.dll in CP1. Yet I have not been able to use renguard at all in an age... I just re downloaded everything hoping a newer build would be better, but it is still the same old thing. Will we never be able to use Renguard?

I was looking forward to a next release to fix this problem. But now I am hearing this is not going to happen.

HazTeam has never put it up though we have wanted too for ages for this problem. WE CAN'T get your client to load on almost half of our members machines. and when that happens the entire purpose of renguard is thrown out the window.
Please. anything else you can suggest?   cause this is just so ridiculous to me. we need this to work for everyone.

Yes I have windows 2000, and I got word from mac that it is a known problem, but its not a priority , just cause...

I tried it on windows XP sp 1 build I have on a different partition and I get the same problem.   I did the very begrudgingly cause I hate windows XP with a passion., it doesn't work well in my network and always tries to take over my windows 2000 servers and messes up my infrastructure. However I would have a special partition if it worked just for renegade. but it is not working for me.

I do appricate everything we talked about in the past mac and Crimson, but I'm just feeling frustrated is all. heres to hoping the new build will work better for this problem...

File Attachments
1) overrun.jpg, downloaded 1940 times

RenGuard 1.03

Microsoft Visual C++ Runtime Library

Buffer overrun detected!

Program: F:\GameFile\Westwood\Renegade\Game.exe

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

OK

[07:33] Trying to connect to server #1...Connected
[07:33] Secure link established.
[07:33] Welcome to RenGuard , HTIngram!
[07:33] To launch Renegade, please click 'Renegade'.

Renegade   Options   Quit

RenGuard 1.03