Subject: Re: BULLSHIT!!! banned for !forcerg
Posted by troopm02 on Sat, 21 Oct 2006 16:18:46 GMT
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1)yes of course there is, BUT there has always been 1 (ever since RG was first created) they even had info about it on the old renguard website, so a RG bypass is nothing new, and just calling it useless now doesnt make sense.

2)Do yyou understand why it doesn't work on win2k? C++ overbuffer run, which means it sends too many packets than expected (256 i think, correct me if im wrong), and i used to have that all the time,EASY FIX:

i was a member of a VB development forum and heres basically it:
There are three main actions to resolve the problem. First is to utilize the /GS compile option. This option creates a cookie between the stack overrun and the return address. This allows the system to helps prevent buffer overruns, by changing the stack layout. The second action is to use the <strsafe.h> library. This library has buffer overrun safe functions that will help with the detection of buffer overflows. Finally, the last action is to perform extensive code reviews of string functionality and indexes utilized within
 your application.

also try installing 3rd party runtime files

3)ofcourse there will always be n00bs who say that, but the fact that its not true means why bother discussioning this?