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Subject: visual c ++ runtime library error  
Posted by [ar3s](#) on Sat, 22 May 2004 16:13:18 GMT  
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when i start rg, i become a visual c ++ runtime library error.  
Pic: <http://ar3s.ohnitsch.net/visual.jpg>

when i press ok, rg shutdown.

when i start rg and i have ccr in autoconnect mode, he start ccr, but i get kicked from server all 1-5 rounds, because rg has crashed.

who can i fix this bug/error??

i use win 2k sp4 (german) and my pc is strong enough for the game/renguard.

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Subject: visual c ++ runtime library error  
Posted by [exnyte](#) on Sat, 22 May 2004 21:29:26 GMT  
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Had this come up once also earlier today. All I did was reboot the computer and the problem was gone.

I also have w2k sp4 (english) and a decent computer.

Easy fix.

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Subject: visual c ++ runtime library error  
Posted by [ingram091](#) on Tue, 01 Jun 2004 08:13:38 GMT  
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I had this problem too and have not been able to get it fixed yet. Same deal, windows 2000 as well. I have competly removed all renegade files reinstalled fresh and repatched . then installed a fresh download from your site. The download was messed up the first time as it would not unpack everything during install, it just hung... so I downloaded it again, and reinstalled. it worked the second time...

Finally I connected and it updated a file again from the server. rebooted the system and tried to run the game with renguard installed. Everytime I get this run time error. Any suggetions. I never did get this problem before with either the beta or other previous versions. HELP!!!

been outa town for a few so I have not been able to post to get an answer on this. any help you can provide would be appricated.

Dual Pent 3 850s 256MB mem, lots a HD space... I mean LOTS! and Nivdia 8x AGP 256MB

geoforce FX 5500 OC... yadda yadda yadda, with Win 2k SP4 (updated to latest security patches, ect...)

My thoughts is that I may have to upgrade to a new runtime dll for ASP .NET or something for the latest build. please advise on this issue if so.

thanks again.

ingram.

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Subject: visual c ++ runtime library error

Posted by [ingram091](#) on Tue, 01 Jun 2004 20:32:07 GMT

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Yep thats what it was. (my fault for using old VS6.0 instead of upgraded dlls)  
everything is working fine now.

thanks again for the help in irc guys.

ingram.

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Subject: visual c ++ runtime library error

Posted by [supaflyer](#) on Fri, 04 Jun 2004 17:25:47 GMT

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yes i get the same problem and i can play sometimes, like 1/20 times it doesnt give me the error and i am sick of keep clicking on it having to wait, most servers require rengaard, can someone plz answer this

i have win2k  
nvidia 128mb 5700  
512 ram

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Subject: visual c ++ runtime library error

Posted by [supaflyer](#) on Fri, 25 Jun 2004 00:59:55 GMT

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Can someone plz help i want to play renegade real bad, every time i try to log on that stupid error comes, I did what every one else did, reinstall the game, install the patch and then download rengaard from the site. Then i try it again and get that error

**BUFFER OVERRUN HAS BEEN DETECTED!**

**PROGRAM: C:WESTWOOD/RENEGADE/GAME.EXE**

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

someone please solve this

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Subject: visual c ++ runtime library error  
Posted by [Wolomy](#) on Sat, 26 Jun 2004 13:34:35 GMT  
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I have the same thing, also win2000 sp4, clean install, patches installed in order etc. I have recently changed os from winxp to win2000 and did not have any problems with xp and the same hardware.

Presumably there is a fix for this as ingram appears to have sorted things out. If this is the case could it please be explained?

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Subject: visual c ++ runtime library error  
Posted by [flyingfox](#) on Sat, 26 Jun 2004 14:46:49 GMT  
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ingram091(my fault for using old VS6.0 instead of upgraded dlls)

I think you mean VB6.0, I couldn't find anything on google to do with it with VS6.0. However, I couldn't find anything upgraded from VB6.0, that seems to be the newest version. And from what it says here [http://www.completelyfreesoftware.com/vb\\_runtime\\_files.html](http://www.completelyfreesoftware.com/vb_runtime_files.html) 6.0 is included in ME, XP and later versions.

If any of you have some link for upgraded 6.0's, post it here for everyone else. Although I thought the problem might be not having a WOL name already when you open renguard.

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Subject: visual c ++ runtime library error  
Posted by [Wolomy](#) on Sat, 26 Jun 2004 16:56:54 GMT  
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Quote:Although I thought the problem might be not having a WOL name already when you open renguard.

It isn't, Renguard recognises my wol name and still kills itself within a few seconds. I have tried downloading some vb6 things from microsoft and they did not seem to make any difference. Also installed the .net whatever from windows update if that is relevant.

edit: it seems the vb6 sp5 runtimes (vbrun60sp5.exe) on the page you linked to have fixed the problem, the file I got from ms was sp4 so it must just have been having the old version that was causing crashy badness. Thank you muchly for helping.

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Subject: visual c ++ runtime library error  
Posted by [flyingfox](#) on Sat, 26 Jun 2004 18:36:51 GMT  
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The .net thing you mean is the .NET framework, a framework that some applications use for more stability. You generally won't need it, I've only had 1 program that needed it and that wasn't even off the internet.

The source of your problem may have been outdated runtimes on your operating system installation disk. That site says VS6.0 comes with ME, XP and later, so I really don't know. Glad you got it fixed though.

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Subject: visual c ++ runtime library error  
Posted by [Wolomy](#) on Sat, 26 Jun 2004 19:08:02 GMT  
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I believe 2000 came out a few months before ME so that is probably it. Thank you again for helping.

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Subject: visual c ++ runtime library error  
Posted by [supaflyer](#) on Wed, 07 Jul 2004 01:15:26 GMT  
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I downloaded the visual basic sp6(or what ever it is called) and i get that error still, i downloaded the latest one there.

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Subject: visual c ++ runtime library error  
Posted by [px4545454](#) on Sat, 10 Jul 2004 05:50:14 GMT  
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i must say i get the same problems also, but before i installed the "Visual Basic v6.0 Runtimes" i could by pass the error by letting the error message run iin the back ground. but since i installed the patch it game crashes to desktop...

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Subject: visual c ++ runtime library error  
Posted by [HELLBILLY DELUXE](#) on Sat, 10 Jul 2004 15:16:54 GMT  
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I've got the same problem, but I've got Win XP Pr0..

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Subject: visual c ++ runtime library error  
Posted by [gnetics18](#) on Mon, 16 Aug 2004 21:36:06 GMT  
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all i do is press renegade fast before visual c+++ runtime libary comes up

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Subject: visual c ++ runtime library error  
Posted by [surfer\\_01](#) on Mon, 23 Aug 2004 09:33:28 GMT  
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Hello,

I use win 2k sp4. I have the latest patch from VB 6 sp5 (from the link posted by flyingfox), but i still get the error "Buffer overrun".

Is nobody from blackhand studios able to fix this problem?

Regards  
surfer

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