
Subject: buffer overrun

Posted by [shublegen](#) on Wed, 10 May 2006 18:21:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey,

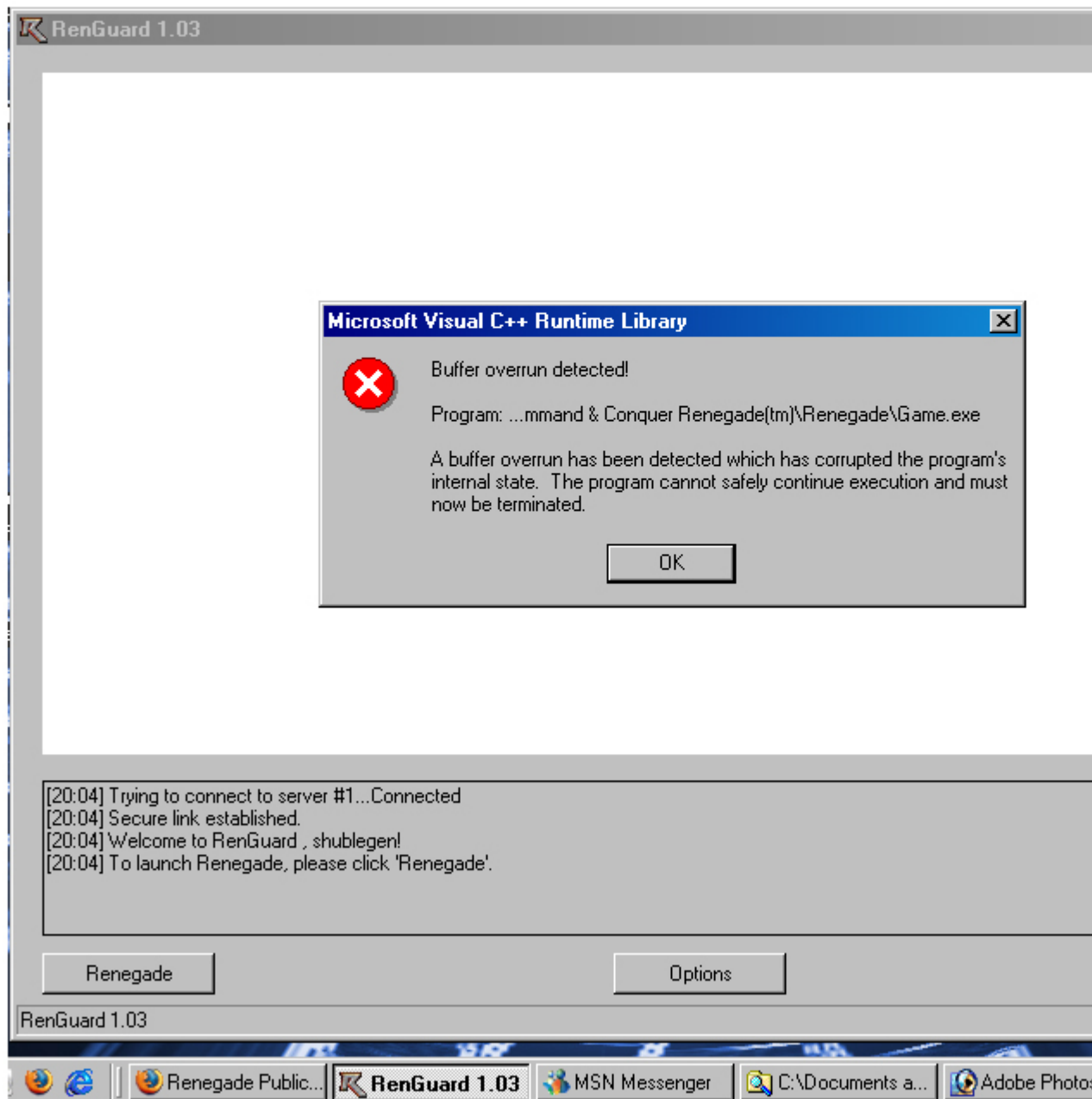
i have command and conquer the first decade. so i went downloading the reanguard thing. i installed and then i wanted to play. reanguard shows up and then i get this : "buffer overrun detected"

program:...mmand & conquer renegade(tm)\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." and i took a screen so u guys can see the real problem.

File Attachments

1) [error.jpg](#), downloaded 690 times



Subject: Re: buffer overrun

Posted by [=HT=T-Bird](#) on Wed, 10 May 2006 20:13:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

What OS are you running? This is a known bug on W2K.

Subject: Re: buffer overrun

Posted by [shublegen](#) on Thu, 11 May 2006 15:40:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

hmm this is my dxdiag.

File Attachments

1) [DxDiag.txt](#), downloaded 578 times

Subject: Re: buffer overrun

Posted by [=HT=T-Bird](#) on Thu, 11 May 2006 20:16:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

shublegen wrote on Thu, 11 May 2006 10:40hmm this is my dxdiag.

Exactly, you'll have to wait until RG 1.04 comes out (which will be a while because of Mac's absence and inetknight probably having finals-related stuff to do).
