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Subject: Buffer Overrun?

Posted by [stonedskater](#) on Wed, 18 Apr 2007 19:36:46 GMT

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yeah thats what i get and dun know what to do? this is what it looks like.

Buffer OverRun Detected!

Program:C:\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.

sooo what do i do? o and above the Buffer over run Detected is

Microsoft Visual C++Runtime Library.

but any help would be appreciated.

\*peace\*

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Subject: Re: Buffer Overrun?

Posted by [Goztow](#) on Wed, 18 Apr 2007 21:01:36 GMT

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Which operating system?

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Subject: Re: Buffer Overrun?

Posted by [stonedskater](#) on Thu, 19 Apr 2007 02:38:33 GMT

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i have windows 2000

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Subject: Re: Buffer Overrun?

Posted by [Goztow](#) on Thu, 19 Apr 2007 07:01:51 GMT

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RG does not support Windows 2000 system. That is, the current 1.031 version. The newest beta,; which you can acquire here does support it. Download it and overwrite game.exe in your ren dir.

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