
Subject: Re: BULLSHIT!!! banned for !forcerg
Posted by [Crimson](#) on Sat, 21 Oct 2006 22:23:05 GMT
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We can't just magically fix the problem with the buffer overrun that way. The problem with Win2k and Win64 are BOTH a result of the protection software that our app is wrapped in. RenGuard 1.04 will be using a completely different protection app which we will be heavily testing with those operating systems, but is supposed to work fine with them.
