

Error

Runtime Error 6 Overflow

Error: Runtime Error 6 – "Overflow"

Cause

This error occurs when the temporary game data file GameWeight.mdb becomes corrupted. This file is used by the Pull Tabs module to store temporary weight-related information for pull tab games.

✓ **This issue is easily resolved by deleting the corrupted file.**

Important Note

- 🔒 **Deleting GameWeight.mdb** does not affect any customer data, game history, or financial records. The file is temporary and will be safely regenerated by TabWizard when the program is reopened.
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Resolution Steps

Step 1: Acknowledge the Error

1. On the console displaying the error
 2. Click **OK** to close the warning message.
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Step 2: Delete the Corrupted GameWeight.mdb File

⚠ **Do not reopen TabWizard until the file has been deleted.**

1. Click the Windows **Start** button.
 2. Open **File Explorer** (also labeled "This PC" or "Computer").
 3. Double-click Drive **C:**
 4. Open the **Program Files** folder (⚠ **not** "Program Files (x86)").
 5. Locate and open the folder: **TabWizTouch**
 6. Scroll past the yellow folders until the list of files is visible.
 7. Find the file: **GameWeight.mdb**
 8. Right-click on the file (or tap and hold if using a touchscreen).
 9. Select **Delete** from the context menu.
 10. Confirm the deletion of **GameWeight.mdb** by clicking **OK**.
 11. **Additional...** Also delete **GameNet.mdb** (if present)
 12. **Close** File Explorer.
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Step 3: Reopen TabWizard

13. Double-click the **TabWizard** icon on the Desktop.
 14. A new, clean *GameWeight.mdb* file will be automatically created.
 15. **Issue resolved** — You may now resume normal use of TabWizard.
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