
Subject: several "rundll32.exe" processes after autodownload of maps

Posted by [!EC!franco](#) on Fri, 28 Oct 2011 00:14:21 GMT

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

Hi everyone,

it's been a long time since i was around here, so i hope this is correct forum to post this issue. if not sorry

I noticed a few times that i randomly have a great amount of rundll32.exe processes up in my taskmanager.

Today it happend again and i tried to find out where they come from. Sysinternals Process Explorer showed me, that the parent process is game.exe

I finally found out, that the processes are spawned when the game is downloading a map by the auto-download feature that comes with TT.

Today i had (no joke) over 200! rundll32 processes. i logged off and logged back into windows and verified it by finding a ren server currently running a map i dont have yet. I brought up ProcExp again, joined the server and while downloading i could see the game.exe randomly create a rundll32 process.

The thing is that they wont go off again. not even when i quit the game. When game.exe is quit, all rundll32.exe processes will stay active and then it takes a few seconds and the rundll32 has no longer a parent-process set (according to the properties dialog of ProcExp).

I took some screenshots --> [Attachement](#)

Where do the files go to that are downloaded? I'd like to delete them to make sure it is re-downloading stuff when joining a server next time to reproduce that issue purposely.

When verifying i downloaded a map that had somewhat around 8MB. C&C_Metro if im not mistaken. That 8MB download launched 3 rundll32 processes.

the 200 processes i had before came from several maps with somewhat around ~30-60MB.

Is there a way to fix this in next version?

I hope you guys understand what the problem is, it's quite late and im tired and my explanation might be... hm...
decide yourself

OS: Win 7 pro x64 on SP1

Best regards,
Chris

File Attachments

1) [Rundll32.dll_Screenshots.zip](#), downloaded 299 times

Subject: Re: several "rundll32.exe" processes after autodownload of maps
Posted by [danpaul88](#) on Fri, 28 Oct 2011 10:34:05 GMT

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

EDIT;

Never mind, the command line is shown in the other screenshots anyway.

Subject: Re: several "rundll32.exe" processes after autodownload of maps
Posted by [!EC!franco](#) on Fri, 28 Oct 2011 12:20:01 GMT

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

if i join a server and it downloads for example the map "C&C_Metro.mix":

What files in which folder would i have to delete in order to let it download again when i join a server that is currently running C&C_Metro.mix?

Subject: Re: several "rundll32.exe" processes after autodownload of maps
Posted by [danpaul88](#) on Fri, 28 Oct 2011 12:32:45 GMT

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

All downloaded maps etc go into a single file... not sure what the extension is but its something along the lines of tffs. You can't delete individual maps, you have to delete every single map its ever downloaded.

Subject: Re: several "rundll32.exe" processes after autodownload of maps
Posted by [!EC!franco](#) on Fri, 28 Oct 2011 12:56:29 GMT

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

danpaul88 wrote on Fri, 28 October 2011 14:32 All downloaded maps etc go into a single file... not sure what the extension is but its something along the lines of tffs. You can't delete individual maps, you have to delete every single map its ever downloaded.

Hm, not sure if i got you right, but in that case a "cleanup" feature may be nice to have.

Subject: Re: several "rundll32.exe" processes after autodownload of maps
Posted by [StealthEye](#) on Fri, 28 Oct 2011 13:21:01 GMT

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

The maps are downloaded to the %APPDATA%\Renegade\Client\ttfs directory. Removing the ttfs directory entirely removes all maps. You can also remove individual maps by copying the "PackageEditor.exe" utility provided in the server files to your Renegade client directory and using it from the command line (typically packageeditor remove C&C_...).

Can you check if the same thing happens if you download a file using Internet Explorer?
Renegade uses the Internet Explorer API to download the files.

Subject: Re: several "rundll32.exe" processes after autodownload of maps
Posted by [danpaul88](#) on Fri, 28 Oct 2011 14:35:39 GMT

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

StealthEye wrote on Fri, 28 October 2011 14:21 You can also remove individual maps by copying the "PackageEditor.exe" utility provided in the server files to your Renegade client directory and using it from the command line (typically packageeditor remove C&C_...).

Has that always worked? I thought packageeditor was for the FDS only...

Subject: Re: several "rundll32.exe" processes after autodownload of maps
Posted by [!EC!franco](#) on Fri, 28 Oct 2011 15:38:44 GMT

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

StealthEye wrote on Fri, 28 October 2011 15:21 The maps are downloaded to the %APPDATA%\Renegade\Client\ttfs directory. Removing the ttfs directory entirely removes all maps. You can also remove individual maps by copying the "PackageEditor.exe" utility provided in the server files to your Renegade client directory and using it from the command line (typically packageeditor remove C&C_...).

Can you check if the same thing happens if you download a file using Internet Explorer?
Renegade uses the Internet Explorer API to download the files.

Thanks for your reply!

I opened St0rm ttfs share and downloaded some files from it, IE acted as expected. It had a child-process of rundll but it did not create a shitload of them. Each iexplore process had one rundll32 child process. So nothing special.

I captured a video of that issue happening. Storm was the only server I could do that on because the other servers ran standard maps at that time...

So far what Process Explorer shows is that some of the processes are quit again, but many stay active. And as you can see when I quit the game, a few rundll32 stay without game.exe. The Tree is not properly killed.

according to the small size of the download it's not as many rundll32 processes as i had last night with the greater download sizes of maps

For some reason i couldn't upload the avi to the forums, so i uploaded it to my dropbox.
http://dl.dropbox.com/u/28564812/StormJoin_00001.avi

about %appdata%:

in my opinion %appdata% is not a proper location to store such files. It should be %localappdata%

there is no need for these files to be carried by roaming profiles. Even if it is very unlikely that anyone playing ren is having a homenet with server based profiles and randomly logging in to different computers and so on.

Chris

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [danpaul88](#) on Fri, 28 Oct 2011 16:40:48 GMT

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

!EC!franco wrote on Fri, 28 October 2011 16:38

about %appdata%:

in my opinion %appdata% is not a proper location to store such files. It should be %localappdata%

there is no need for these files to be carried by roaming profiles. Even if it is very unlikely that anyone playing ren is having a homenet with server based profiles and randomly logging in to different computers and so on.

Chris

FYI: The %localappdata% shortcut didn't exist in Windows XP, it was introduced in either Windows Vista or Windows 7. So using that would have made it hard for Windows XP users to find their ttf's folder.

And, who plays Renegade on domain connected machines anyway? Its very unlikely that any significant proportion of players would ever have their profile roam any further than their C:\ drive.

(As it happens, I actually do have a profile that roams between my home PCs, but that's just because I setup an AD server simply because I could, not because I have any particular need for it. It usually ends up being more of a PITA than it's worth when things unexpectedly follow me from one computer to another They will probably not be setup on a domain the next time they get re-installed for whatever reason...)

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [!EC!franco](#) on Fri, 28 Oct 2011 17:15:56 GMT

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

danpaul88 wrote on Fri, 28 October 2011 18:40!EC!franco wrote on Fri, 28 October 2011 16:38 about %appdata%:

in my opinion %appdata% is not a proper location to store such files. It should be %localappdata%

there is no need for these files to be carried by roaming profiles. Even if it is very unlikely that anyone playing ren is having a homenet with server based profiles and randomly logging in to different computers and so on.

Chris

FYI: The %localappdata% shortcut didn't exist in Windows XP, it was introduced in either Windows Vista or Windows 7. So using that would have made it hard for Windows XP users to find their ttfs folder.

And, who plays Renegade on domain connected machines anyway? Its very unlikely that any significant proportion of players would ever have their profile roam any further than their C:\ drive.

(As it happens, I actually do have a profile that roams between my home PCs, but that's just because I setup an AD server simply because I could, not because I have any particular need for it. It usually ends up being more of a PITA than it's worth when things unexpectedly follow me from one computer to another They will probably not be setup on a domain the next time they get re-installed for whatever reason...)

I agree to that! I forgot that XP doesn't have that environment var by default.

Quote:And, who plays Renegade on domain connected machines anyway? Its very unlikely that any significant proportion of players would ever have their profile roam any further than their C:\ drive.

Basically thats what i already said.

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [StealthEye](#) on Fri, 28 Oct 2011 17:41:26 GMT

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

Yeah, %LOCALAPPDATA% would be more appropriate, but the different windows versions made it slightly more complex, which is why we decided to just do it this way.

Also, it is likely that if anyone even uses it in a domain, they are likely able to make a symbolic link and work around it that way. Unless they play at work, maybe... (But then they can change paths.ini.)

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [!EC!franco](#) on Fri, 28 Oct 2011 18:06:55 GMT

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

StealthEye wrote on Fri, 28 October 2011 19:41 Yeah, %LOCALAPPDATA% would be more appropriate, but the different windows versions made it slightly more complex, which is why we decided to just do it this way.

if you use MSI technology to install you could easily differ between windows versions using "VersionNT < 600" as condition for "InstallExecuteSequence" (or whatever) which would make certain parts of the install-script only execute on windows versions that have Kernel < 6 (like XP 5.2.xxxx)

of course, installing is not the only matter.

But i think thats going to far from the basic problem about the rundll32 thing.

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [StealthEye](#) on Fri, 28 Oct 2011 18:21:28 GMT

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

Indeed we could have made the distinction, but it adds some extra complexity, also need to test it, etc. Not such a big deal, but since there are no real advantages, we decided not to.

I'll have a look if I can reproduce anything of that rundll problem later.

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [StealthEye](#) on Mon, 07 Nov 2011 01:35:39 GMT

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

I cannot reproduce this. Can you see if it happens when you download something using packageeditor? For example:

packageeditor download "C&C_City2" <http://ren.game-maps.net/ttfs/>

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [!EC!franco](#) on Mon, 07 Nov 2011 17:48:45 GMT

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

StealthEye wrote on Mon, 07 November 2011 02:35 I cannot reproduce this. Can you see if it happens when you download something using packageeditor? For example:

packageeditor download "C&C_City2" <http://ren.game-maps.net/ttfs/>

yeah, it's doing it too.

the weird thing is, that the processes appear when the DL is finished. At least thats what it looks like. not sure if it just looks like because the DL is finished quite fast.

EDIT:

"Package 'C&C_GlacierTS' was successfully downloaded and installed."

Tried GlacierTS also and all processes came up after cmd returned to accept further commands

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [StealthEye](#) on Mon, 07 Nov 2011 21:14:31 GMT

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

I don't really know what's causing this. Can you contact me on MSN or something similar (see profile) or IRC (irc.blackintel.org or irc.n00bstories.com)? Maybe we can test some things. I won't have a lot of time before thursday though.

Subject: Re: several "rundll32.exe" processes after autodownload of maps

Posted by [!EC!franco](#) on Mon, 07 Nov 2011 21:22:58 GMT

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

OK thank you. Added you on MSN. I'll be on MSN every day. I will stick around on IRC too, i guess i find you in some of the well known channels.

Thanks for the support so far.

CYA soon
