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

Posted by !EC!franco on Fri, 28 Oct 2011 00:14:21 GMT

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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 194 times