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

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StealthEye wrote on Fri, 28 October 2011 15:21The 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 opend 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 serv 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