

1 little known secret of runonce.exe (32-bit)

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When you execute 32-bit version of *runonce.exe* on a 64-bit version of Windows and pass to it the */RunOnceEx6432* argument you will make the program load *iernonce.dll* library and execute its *RunOnceExProcess* API...

Since the *iernonce.dll* library is loaded using *LoadLibraryW* we can simply copy *runonce.exe* to a different folder, and run it from there. This will load the *iernonce.dll* library we can control...

