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Subject: Re: Issues with OpenGL

Posted by [mirek](#) on Tue, 30 Jan 2018 17:24:04 GMT

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cbpporter wrote on Tue, 30 January 2018 15:41 Here is a problem I'm having: sometimes, the apps that TheIDE launches for debugging remain hung up.

This is an ancient issue, at least 3 years old, but in the past it happened incredibly rarely, like single digit times/a year.

Now it happens between 2-3 times a week up to 5-6 times a day.

The executable becomes impossible to write to and I can't close it at all, even with End process tree from task manager. I used to have to restart Windows to fix it.

But now I found a solution. Close TheIDE, delete the file and restart TheIDE. The delete might be optional.

So TheIDE must be keeping my application "closed" but still loaded in memory.

Anybody else having this problem?

Maybe we should add a check to TheIDE: if it thinks that the application is closed, maybe it should go over the process tree and if the application is found, give a message? At least for debugging this hang up?

a) this is not really related to opengl, right?

b) you should specify the host platform and compiler

Anyway, I suppose its Windows and MSC.

I have to say this is long term issue which I have problems with too - I think this happens when you start pdb debugger and then stop debugging (Shift+F5). Workaround is to restart theide (no need to delete the file).

The problem is likely that I have not figured out how to kill debugged process correctly in all cases. The critical part of code is in void Pdb::Stop(), it is really only a couple of lines, so maybe if anybody could look into it and fix this, it would be great.