Subject: Re: Issues with OpenGL
Posted by cbpporter on Thu, 15 Feb 2018 12:20:32 GMT

I looked over Pdb.Stop() and don't see why it would fail. It call CloseHandle on both process and thread handles.

The only idea I have is to check every single WinAPI call and MessageBox on a fail :).

Like I said, I know the bug is an old one, but right now it happens multiple times a day.