Subject: Re: Issues with OpenGL
Posted by mirek on Fri, 16 Feb 2018 08:33:16 GMT

cbpporter wrote on Thu, 15 February 2018 13:20I 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 :).

Good idea.

Anyway, thinking about it, maybe the order of calling these things is wrong. If you have a bit of time, perhaps you can try to shuffle them a bit...