Subject: Re: Issues with OpenGL
Posted by mirek on Fri, 16 Feb 2018 11:26:52 GMT
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Alternatively, this could be meaningful:

Quote:
TerminateProcess is asynchronous; it initiates termination and returns immediately. If you need to be sure the process has terminated, call the WaitForSingleObject function with a handle to the process.

https://msdn.microsoft.com/en-us/library/windows/desktop/ms6 86714(v=vs.85).aspx