
Subject: Re: Issues with OpenGL

Posted by [cbpporter](#) on Thu, 22 Feb 2018 10:36:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Fri, 16 February 2018 13:26Alternatively, 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/ms686714\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms686714(v=vs.85).aspx)
That might be it. Since I added the logs, there were some failures, but not on TerminateProcess and no hang ups. Maybe the time it took to write the logs is enough for TerminateProcess to finish and no lock ups?
