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Subject: Re: Issues with OpenGL  
Posted by [mirek](#) on Thu, 22 Feb 2018 12:42:26 GMT  
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cbpporter wrote on Thu, 22 February 2018 11:36mirek 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?

OK, perhaps you can try WaitForSingleObject now and remove the logs?

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