Subject: Re: I keep getting the same "cannot open exe for writing" error...
Posted by peterh on Mon, 26 Nov 2018 16:10:42 GMT

```
 if(hProcess != INVALID_HANDLE_VALUE) {
  DebugActiveProcessStop(processid);
  TerminateProcess(hProcess, 0);

           // Wait for max. 10 seconds. This should solve 99.9% of all problems. I hope so ;-)
           // TODO: If a complex unknown and possibly buggy process is terminated violently,

           // then the error codes are hard to interpret and should be displayed to the user.
           WaitForSingleObject(hProcess,10000);


           while(threads.GetCount())
   RemoveThread(threads.GetKey(0)); // To CloseHandle
  UnloadModuleSymbols();
  SymCleanup(hProcess);
  CloseHandle(hProcess);
 }
```

Possibly I have found a problem.
The TerminateProcess() systemcall is asynchronous and returns immediately, eventually before
the process is actually terminated.
Also it kills all threads.
(If the documentation is correct)

Possibly a WaitforSingleObject() call must be inserted here.

        https://docs.microsoft.com/en-us/windows/desktop/api/process
threadsapi/nf-processthreadsapi-terminateprocess

I think I will try this, when I am at home.

In a later stage the waiting time could be measured, and if it is longer than 9 seconds then the
error codes could be displayed to the user and the user should decide if he/she wants to wait
longer and retry or ignore the error codes.
This is more work to implement and not necessary for now.
If this approach works, I would be happy to try to write the code. ;)

Edit:

I have now compiled this and it works so far.
If the aforementioned problem shows up again can only be said after some hours of trial.