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Subject: Re: I keep getting the same "cannot open exe for writing" error...

Posted by [peterh](#) on Thu, 06 Dec 2018 19:53:20 GMT

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I have now changed the code in the following way:

```
if(hProcess != INVALID_HANDLE_VALUE) {
    DebugActiveProcessStop(processid);
    TerminateProcess(hProcess, 0);
    DWORD retval = MsgWaitForMultipleObjects(
        1, //DWORD      nCount,
        &hProcess, //const HANDLE *pHandles,
        true, //BOOL      fWaitAll,
        10000, //DWORD      dwMilliseconds,
        0 //DWORD      dwWakeMask
    );
    if (retval == WAIT_TIMEOUT) Exclamation("WAIT_TIMEOUT");
    if (retval == WAIT_ABANDONED) Exclamation("WAIT_ABANDONED");

    WaitForSingleObject(hProcess, 10000);
    while(threads.GetCount())
        RemoveThread(threads.GetKey(0)); // To CloseHandle
    UnloadModuleSymbols();
    SymCleanup(hProcess);
    CloseHandle(hProcess);
}
```

I did this because I have read, the WaitForSingleObject() call can return prematurely under some special circumstances.

I cannot explain it, because Microsoft cannot explain it clearly. :twisted:

The explanations given are misunderstandable or ambiguous and there are subtle typos sometimes. And no examples :cry:

I simply try it, if someone understands this perfectly, it will be appreciated.

After I did this, something changed: Stopping the debuggee needs about 4 seconds, which is perfectly ok for me.

Edit: I added some debug code

The reason for the 4 seconds delay is not WAIT\_TIMEOUT and is not WAIT\_ABANDONED.

I will add some code to log the reason tomorrow. (Still I am learning Upp, needs more time than usual)

Ok, I will try this over the next few days and then report again.

So long,

Peter

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