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

Posted by [koldo](#) on Mon, 14 Jan 2019 21:49:58 GMT

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peterh wrote on Mon, 14 January 2019 11:31Now, if it happens only once a week this should not be a problem.

When I had the problem, it happened again and again.

I debugged simple programs without child processes.

And after the latest modification (DebugProcessStop) I had not a single problem and I did heavy repeated testing and I tried to provoke the problem.

It did not happen again here. Yes I agree.

Without changes you have to close TheIDE many times every day.

I do not know if the code I use is the best, as I do not know the root cause of the problem.

However, you should remember that TerminateProcess() does not terminate child process, so I call TerminateChildProcesses(hProcessId, 0); just before.

It uses dwProcessId from pdb.cpp, line 117:

```
hProcess = pi.hProcess;
hProcessId = pi.dwProcessId; // Added
mainThread = pi.hThread;
mainThreadId = pi.dwThreadId;
```

and TerminateChildProcesses() is implemented like this:

```
#include <TIHelp32.h>
```

```
Vector<DWORD> GetChildProcessList(DWORD processId) {
    Vector<DWORD> child, all, parents;
```

```
    HANDLE hSnap = CreateToolhelp32Snapshot(TH32CS_SNAPPROCESS, 0);
    if (hSnap == INVALID_HANDLE_VALUE)
        return child;
```

```
    PROCESSENTRY32 proc;
    proc.dwSize = sizeof(proc);
```

```
    if (!Process32First(hSnap, &proc)) {
        CloseHandle(hSnap);
        return child;
    }
```

```
    do {
        all << proc.th32ProcessID;
        parents << proc.th32ParentProcessID;
    } while(Process32Next(hSnap, &proc));
```

```
CloseHandle(hSnap);
```

```
child << processId;  
int init = 0;  
while (true) {  
    int count = child.GetCount();  
    if (init >= count)  
        break;  
    for (int cid = init; cid < count; ++cid) {  
        for (int i = 0; i < all.GetCount(); ++i) {  
            if (parents[i] == child[cid])  
                child << all[i];  
        }  
    }  
    init = count;  
}  
child.Remove(0);  
return child;  
}
```

```
void TerminateChildProcesses(DWORD dwProcessId, UINT uExitCode) {  
    Vector<DWORD> children = GetChildProcessList(dwProcessId);  
    for (int i = 0; i < children.GetCount(); ++i) {  
        HANDLE hProcess = OpenProcess(PROCESS_TERMINATE, FALSE, children[i]);  
        TerminateProcess(hProcess, uExitCode);  
        CloseHandle(hProcess);  
    }  
}
```
