

IoRequestDpc results in IRQ_NOT_LESS_

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Hello,

first, thanks for the last support. It was a great help to me.

I have the following problem.

A call to IoRequestDpc (deviceObject, NULL, (PVOID) TRUE) at the end of a routine running at DISPATCH_LEVEL (returning STATUS_MORE_PROCESSING_REQUIRED) cause a bug check with the parameters indicating 0xA: IRQL_NOT_LESS_OR_EQUAL, and a write access (0x...1 parameter 3).

According the WinDbg and it's documentation, this is a page fault means a write access to a address actually not mapped in the physical memory.

If i don't queue a dpc, the routine ends up as expected.

I also tried to raise the IRQL to a higher level before queueing a dpc, but it behaves the same.

Whithin the routine i only access data that is in nonpaged memory and even if a return statement at the very beginning of the DPC-Routine is set, it results in this bug check.

I need to queue a dpc to commence a process of several actions, so what's the faulty ?

Isn't this the right way ?

Maybe this is an easy exercise for anyone, but i don't know why this bug check appears. Have someone had this problem before ?

Thanks in advance !

Chi-Tai
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