

Re: maximum driver handles per process?

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Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.development.device.drivers/2006-09/msg00441.html>

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 - *Date:* Mon, 11 Sep 2006 22:41:58 -0700
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it is also limited by non paged pool availability (for the PFILE_OBJECT).

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<soviet_bloke@xxxxxxxxxxx> wrote in message

news:1158022329.936234.27880@xx

Hi mate

Is there a limit to the number of driver handles (one per thread) I can open from a given process?

As far as I know, the only limit is that of a process handle table (i.e. more than 16,000,000), so that, for the practical purposes, the number is unlimited

I have a project currently being tested on Win03 that causes some strange crashes. When running with five open handles it works just fine. If I bump that up to 10, the entire system goes unstable. I just want to know for sure that it is (a beast of a) bug in my code.

Apparently, you don't open these handles just for the fun of doing it, do you??? Instead, you must be sending requests to your driver, so that the problem, apparently, lies with the code that processes these requests (it is impossible to say what exactly goes wrong without seeing your code, but there is a good chance that it lies with synchronization).

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Alternatively, the problem may lie with some bug in IRP_MJ_CREATE handler (in fact, quite unlikely because these routines normally don't do that much....)

Anton Bassov

Brannon wrote:

Is there a limit to the number of driver handles (one per thread) I can open from a given process? I'm using Win2k, WinXP, Win03. I remember seeing a KB article about a crash in Win2k that occurs if you open too many handles to a driver. (Anyone got a source on that?) I have a project currently being tested on Win03 that causes some strange crashes. When running with five open handles it works just fine. If I bump that up to 10, the entire system goes unstable. I just want to know for sure that it is (a beast of a) bug in my code.