

Re: Paged Pool memory

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2008-11/msg00124.htm>

- *From:* roger.orr@xxxxxxxx
 - *Date:* Mon, 17 Nov 2008 04:36:24 -0800 (PST)
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On Nov 17, 12:08 pm, Harish_38 <Haris...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>
wrote:

Added my comments inline :

"roger...@xxxxxxxx" wrote:

On Nov 17, 10:16 am, Harish_38 <Haris...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>
wrote:

When the exception is translated i can see that the exception
code is
X_E_NOT_ENOUGH_MEMORY. That explains the origin
of Exception.
This can be a common problem(low resources).

The problem for crash is stack overflow and i trying to find
the reason for
that as this is an uncommon. The exception handling
mechanism is allocating
lot of memory(like u said) on the stack and ultimately the
stack overflows
before the exception is completely handled.

Sorry, I slightly misread your earlier email.
Stack space is a sparse commodity at kernel level.
Try to not use much stack memory for handling exceptions, as in
Volodymyr's post.

So how much stack memory is your exception handler allocating?

Regards,
Roger.

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