

# OnStop timing out, service manager terminating process?

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I have a C# service that spawns multiple worker processes which it controls through remoting. The worker processes call 3rd party, unsafe components, which can and do behave badly, and will eat memory and stall, or just hang on occasion.

So now I've run into a problem where I want OnStop to attempt to shutdown the worker processes cleanly, wait for a short period and finally terminate the worker processes with Process.Kill if they don't respond.

The problem seems to be that the service manager will stop the service, OnStop will execute for 30-60 seconds, and the service manager simply terminates the service process before it can kill the worker processes. When this happens, I end up with rogue worker processes that are consuming resources and difficult to kill.

Is there any way to figure out how long I can wait? Is there any way to extend the shutdown time, by sending status to the service manager? I can't seem to find any documentation on how long OnStop is allowed to execute, and it seems to terminate the service process at varying times in my shutdown process.

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