

Re: "stop debugging" versus OnOK

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- *From:* runcyclexski@xxxxxxxxxx
 - *Date:* 25 Nov 2006 22:07:33 -0800
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Alexander Grigoriev wrote:

This means the driver you're using (video capture?) is not handling IRP cancellation correctly. I'd advise to change your hardware provider or have them fix the driver.

Alexander – do you mean that after the hard kill the buffer does get cleaned up by SDK, but the video hardware still tries to write to the memory? How nice. I do close the connection with the video hardware in a soft kill. But the softkill is not always possible (my app hangs here and there, for other reasons). I found that a hard kill (Stop debuggin) while the video is being written in the memory causes a blue screen with a 100% certainty. Takes a minute. Takes longer if the frame size in the video gets smaller.