

## REDISTRB.WRI File

Redistributable File List for Microsoft(R) Visual C++(TM), Version 4.0  
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This document identifies the files that you may redistribute with your application developed using Visual C++. The conditions under which you may or may not redistribute these files are described in the separate License Agreement included in the Visual C++ Version 4.0 product.

All of the Visual C++ redistributable files are located in the \MSDEV\REDIST directory on the Visual C++ version 4.0 CD-ROM. These files are not installed by Visual C++ Setup in a distinct \MSDEV\REDIST directory on your hard disk. Visual C++ Setup may install some of these files in your Windows System directory, depending on which Setup options you choose. When you redistribute any of these files, you should copy them from the Visual C++ version 4.0 CD-ROM disc to your own distribution disk image, rather than from your hard disk, to make sure you are redistributing the correct version of the files.

## Categories of Redistributable Files

The following categorization of redistributable files are described in this document.

1. MFC (Microsoft Foundation Classes) and CRT (C Run-Time) Files
2. ODBC (Open Database Connectivity) Files
3. DAO (Data Access Objects) Files
4. OCX Files (OLE Controls)
5. General Redistribution Information

## MFC/CRT Files:

<b>redistrb.wri</b>	(Do not redistribute. It is this document.)
<b>imagehlp.dll</b>	(Do not redistribute)
<b>ansi\ctl3d32.dll</b>	3D controls support DLL for Windows95
<b>ctl3d32.dll</b>	3d controls support DLL for Windows NT
<b>mfc40.dll</b>	MFC core code (MBCS enabled)
<b>mfc40deu.dll</b>	German MFC shared resources
<b>mfc40fra.dll</b>	French MFC shared resources
<b>mfc40jpn.dll</b>	Japanese MFC shared resources
<b>mfc40ita.dll</b>	Italian MFC shared resources
<b>mfc40chs.dll</b>	Chinese MFC shared resources
<b>mfc40kor.dll</b>	Korean MFC shared resources
<b>mfc40spa.dll</b>	Spanish MFC shared resources
<b>mfc40u.dll</b>	MFC core code (Unicode enabled)
<b>olepro32.dll</b>	Microsoft OLE Property Support DLL
<b>msvcrt40.dll</b>	Shared DLL version of C Run-Time

Note: MSVCRT40.DLL has the same name in WIN32S and VC++4.0. They are different files and you must redistribute the proper matching file for the intended target (Win32 or Win32s). Also, different versions of CTL3D32.DLL are required for Windows NT and Windows 95. Please be sure you are installing the correct version on each operating system.

You can link your application with the MFC library either statically or dynamically. For information on dynamically linking your application to the MFC library, see MFC Tech Note 33, "DLL Version of MFC" in the *Visual C++ Books Online*.

If you dynamically link your application to the MFC library, then you will need to redistribute MFC40.DLL with your application. MFC40.DLL includes all of the framework classes. In addition, all MFC DLLs use the shared version of the C Run-Time, so MSVCRT40.DLL must be redistributed as well.

If you redistribute the MFC DLL, be sure you distribute the retail version rather than the debug version. The debug version of the MFC DLL has a trailing "D" in the file name, such as in MFC40D.DLL. The debug version is also split into four DLLs: MFC40D.DLL, MFCD40D.DLL, MFCN40D.DLL, MFCO40D.DLL.

If you modify MFC in any way (not recommended), then you must rename the MFC DLL so that it will not conflict with the MFC DLL that might be installed by other MFC applications on your user's system. For more information, see MFC Tech Note 33.

For information on redistributing the MFC foreign language shared resource DLLs, please refer to MFC Tech Note 57, "Localization of MFC Components " in the *Visual C++ Books Online*.

## ODBC Files:

<b>_bootstp.exe</b>	Used by ODBC setup
<b>_mssetup.exe</b>	MS-DOS Utility -- updates files locked by Windows
<b>_mssetup.ex_12520437.cpx</b>	Compressed version of _mssetup.exe
<b>12520850.cpx</b>	Code page translator
<b>acmsetup.exe</b>	Code page translator
<b>acmsetup.hlp</b>	Windows ACME setup
<b>ctl3d32.dll</b>	Windows ACME setup help file
<b>ctl3dnt.dll</b>	3D controls support--Windows NT(required by ODBC setup)
<b>ctl3d95.dll</b>	Windows NT 3-D controls (required by ODBC setup)
<b>dbnmpntw.dll</b>	Windows 95 3-D controls (required by ODBC setup)
<b>drvssrvr.hlp</b>	32-bit SQL Server driver file
<b>ds16gt.dll</b>	32-bit SQL Server driver file
<b>ds32gt.dll</b>	Generic thunk DLL 16-bit
<b>instcat.sql</b>	Generic thunk DLL 32-bit
<b>mscpxl32.dll</b>	SQL server stored procedures
<b>msjint32.dll</b>	ODBC code page translator
<b>msjter32.dll</b>	ODBC Error DLL
<b>msjt3032.dll</b>	ODBC Error DLL
<b>mstp3032.dll</b>	ODBC Desktop Database driver DLL
<b>mstx3032.dll</b>	ODBC Paradox ISAM
<b>msvcrt20.DLL</b>	ODBC Text ISAM
<b>msxb3032.dll</b>	Used by ODBC setup
<b>msxl3032.dll</b>	ODBC dBase and FoxPro ISAM
<b>msrd2x32.dll</b>	ODBC Excel ISAM
<b>mssetup.dll</b>	Installable ISAM for Access data
<b>odbc.inf</b>	Setup toolkit DLL
<b>odbc16gt.dll</b>	File list for the ODBC installer
<b>odbc32gt.dll</b>	Generic thunk DLL 16-bit
<b>odbc32.dll</b>	Generic thunk DLL 32-bit
<b>odbcad32.exe</b>	32-bit ODBC driver manager
<b>odbccp32.dll</b>	32-bit ODBC Administrator
<b>odbccp32.cpl</b>	32-bit ODBC installer/administrator
<b>odbccr32.dll</b>	32-bit ODBC control panel component
<b>odbcddp.stf</b>	32-bit ODBC cursor library
	Use when using ODBC setup as standalone setup

<b>odbcinst.cnt</b>	Content file created when you use the .hlp file
<b>odbcinst.hlp</b>	ODBC 2.5 installer help file
<b>odbcint.dll</b>	Used by the installer and driver manager
<b>odbcjet.cnt</b>	Content file created when you use the .hlp file
<b>odbcjet.hlp</b>	ODBC desktop database driver help
<b>odbcji32.dll</b>	Localizable strings for Desktop Database Drivers
<b>odbcjt32.dll</b>	ODBC desktop database driver DLL
<b>odbcjtnw.cnt</b>	Used by the desktop database drivers
<b>odbcjtnw.hlp</b>	What's New in Desktop Driver Pack
<b>odbckey.inf</b>	Control file for desktop database driver setup
<b>odbcstf.dll</b>	Custom actions DLL for ACME setup
<b>odbcctl32.dll</b>	ODBC Desktop Database Driver DLL
<b>oddbse32.dll</b>	ODBC DBase driver
<b>odexl32.dll</b>	ODBC Excel driver
<b>odfox32.dll</b>	ODBC FoxPro driver
<b>odpdx32.dll</b>	ODBC Paradox driver
<b>odtext32.dll</b>	ODBC Text driver
<b>orstub32.dll</b>	Required for proper 32-bit Oracle driver setup
<b>readme25.txt</b>	ODBC 2.5 release notes
<b>setup.exe</b>	ODBC setup (run after MSDEV 4.0 setup)
<b>setup.ini</b>	Use when using ODBC setup as standalone setup
<b>setup.lst</b>	ODBC setup (same as setup.exe)
<b>setup.tdf</b>	Use when using ODBC setup as standalone setup
<b>sqlsrv32.dll</b>	32-bit SQL Server driver file
<b>vcodbc.inf</b>	(Do Not Redistribute)
<b>ven2132.olb</b>	VBA Type library
<b>vsorac32.dll</b>	32-bit Visigenic Oracle driver
<b>vbajet32.dll</b>	VBA database engine
<b>vbar2132.dll</b>	VBA DLL

Use the ODBC Installer DLL to install the ODBC files on your user's system from your application's setup program. The redistributable files include the ODBC Driver Manager and the various ODBC drivers included in \MSDEV\REDIST directory.

For information on using the ODBC Installer DLL, and other important information about installing ODBC files, see Chapter 19, "Installing ODBC Software" under Part 4, Installing and Configuring ODBC Software in the Programmer's Reference in the SDK, ODBC SDK 2.10 section of Visual C++ Books Online.

## DAO Files

<b>disk1.id</b>	Setup Components for DAO
<b>coredao.1</b>	Compressed files for Core DAO/Jet components
<b>coredao.2</b>	Compressed files for Core DAO/Jet components
<b>jetisam.z</b>	Compressed files for external Jet ISAMs
<b>setup.exe</b>	Setup components for DAO
<b>setup.ins</b>	Setup components for DAO
<b>setup.pkg</b>	Setup components for DAO
<b>setup.iss</b>	Setup components for DAO
<b>uninst.exe</b>	Setup components for DAO
<b>_setup.dll</b>	Setup components for DAO
<b>_setup.lib</b>	Setup components for DAO

For more information on installing and configuring DAO, please refer to the file DAOSETUP.RTF in the directory DAO SDK30\SETUP once you have installed the DAO SDK.

For the most up-to-date information about distributing DAO with your application, see article Q143292, "Information on Redistributing DAO Components with DAO Apps", in the Microsoft Developer Knowledgebase. You can get to the Knowledgebase by going to <http://www.microsoft.com/kb>. Type "Q143292" in the search string.

## OCX Files

<b>anibtn32.ocx</b>	Animated button control
<b>keysta32.ocx</b>	Key Status Control
<b>mci32.ocx</b>	Multimedia MCI Control
<b>mscomm32.ocx</b>	Communications Control
<b>msmask32.ocx</b>	Masked Edit
<b>grid32.ocx</b>	Grid Control
<b>picclp32.ocx</b>	Picture Clip Control

For more information about how to ship and install OLE controls with your application, please refer to "OLE Controls: Distributing OLE Controls" in the book Programming with MFC Encyclopedia in Visual C++ Books Online.

## General Redistribution Information

### Shipping Win32s with your Win32 application

The information on how to ship and install Win32s with your Win32 application is contained in the Visual C++ Books Online in the SDK, Win32 SDK, Win32s section. Please read and follow the instructions in the chapter "Shipping Win32s with Win32 Applications."

### Version Checking of Redistributable Files

Because other applications may redistribute earlier or later versions of the same files as redistributed with your application, it is important that you install newer versions of the files on top of older versions on your user's system, but not older versions on top of new versions. Typically, version checking is the responsibility of your setup program. If you do not have a setup program for your main application, then you must accomplish the version checking manually when installing the redistributable files on your user's system.

The programmatic technique for version checking varies, depending on which category of file you are redistributing. In each of the following sections, the version checking technique is described for each category of files. Briefly, the version checking techniques are as follows:

1. For the MFC DLLs, use the standard version checking APIs available as a standard part of the Win32 API. The Win32 version checking APIs are beyond the scope of this article.
2. For the ODBC files, see Part 4, Installing and Configuring ODBC Software, in the Programmer's Reference, in the SDK, ODBC SDK 2.10 section of the Visual C++ Books Online.

## Compatibility with Windows 95

For information on making your application Windows 95 compliant, please refer to the section "Adding Windows 95 Compliance" in the "Tutorials" section of the Visual C++ Books Online.