

## **CRPEAuto Library**

**Description:** Crystal Report Engine 6.0 Object Library  
**Library:** CRPEAuto  
**File Name:** CPEAUT32.DLL  
**PROGID:** Crystal.CRPE.Application

The CRPEAuto Library contains all of the objects required to integrate the Crystal Report Engine into your application. Before you can use any of the objects in this library in your application, you must add a reference to 'Crystal Report Engine 6.0 Object Library' to your project. The Object Library is contained in the **CPEAUT32.DLL** file. If you use the object in most of your VB projects, you may want to add it to VB's Autoload file.

To distribute applications you create using this Object Library you must install **CRPE32.DLL** and **CPEAUT32.DLL** on the user's computer, then register the CPEAUT32.DLL automation server. These files are automatically installed and registered on your system when you install Seagate Crystal Reports.