

Re: Self registering a COM dll in a VS2003 Windows setup project...

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.setup/2004-12/0071.html>

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Most of the Register settings extract the settings at build time and put the registration data directly in the MSI file so that the DLL doesn't register at install time (the registry data gets written from the MSI file). This is the preferred way for a number of reasons. It sounds like the registration code in that DLL is doing something that isn't being put into the MSI file. The vsdrfCOMSelfReg choice is the one you should try – it does the same thing as regsvr32 does, calling DllRegisterServer at install time.

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Phil Wilson

[Microsoft MVP-Windows Installer]

Definitive Guide to Windows Installer

<http://apress.com/book/bookDisplay.html?bID=280>

"Rodzilla" <rodzilla@softwareonsailboats.com> wrote in message

news:pyJwd.53661\$2e.37180@fe2.texas.rr.com...

> Hi all...If anyone has had experience creating a Windows Setup project

> that

> includes a customized Redemption dll, we could sure benefit from your

> experience. These questions are very Redemption specific...(

> <http://www.dimastr.com/redemption/>)

>

>

>

> We are creating a Windows forms application in Visual Studio/Visual

> Basic/2003 and using an excellent 3rd party COM dll called Redemption to

> access Outlook.

> ...(<http://www.dimastr.com/redemption/>)

>

> We have used Redemption's utility and followed their

> instructions to create a customized version of the Redemption COM dll. The

> problem is getting the customized Redemption COM dll to self register on

> any

> target machines when installed via a Windows Setup/msi process..

>

> So far, the only way I can get the customized dll to work on ANY machine

> is

> to open a command window and use regsvr32.exe to register the customized

> dll

> on that machine. I have not been able to make a customized Redemption dll

> self register

> when installed through the .msi installation process, and our users will

> not

microsoft.public.dotnet.framework.setup: Re: Self registering a COM dll in a VS2003 Windows setup project...

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> want to or be able to manually register a dll.... We have tried changing
> the
> dll's Register properties in the Setup project (vsdraCOMRelativePath,
> vsdraCOM) to no avail...
>
> So my questions are:
>
> 1)      After I have created a customized Redemption dll, how should the
> customized dll get properly registered on my development machine? (So far
> I
> have used regsvr32.exe to manually register the dll on my development
> system. Is this the proper process? Is there another way? So far, if I
> don't
> register the custom Redemption dll using regsvr32, the program fails.)
>
> 2)      When using Visual Studio 2003/Visual Basic and a Windows forms
> application, what steps & settings are necessary in a Windows Setup
> project
> to insure that the customized Redemption dll will be self registered on
> the
> target system when my program is installed?
>
> Thanks in advance for any help you might have...
>
> Rod Kimmel
>
>
>
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