

## Re: Installing DLLs & avoiding problems!

**Source:** <http://www.tech-archive.net/Archive/VB/microsoft.public.vb.general.discussion/2004-03/4949.html>

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**From:** Bob O`Bob ([filterbob\\_at\\_yahooroups.com](mailto:filterbob_at_yahooroups.com))

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=?Utf-8?B?S2V2aW4=?= wrote:

>  
> *A customer reported that after installing my software on Win98, it caused their  
> Internet Explorer to not "open a new window". I looked into the problem, and  
> best I can tell, it was caused by my setup installing "OLEAUT32.DLL". I have  
> corrected the problem on the customer's computer, and changed my setup to  
> "never overwrite" that file.  
> My question is this: Is there a reference anywhere on the net that explains  
> the maximum version of a DLL that can be installed on different OS's? I have  
> always been a little afraid when installing DLLs, but I have searched the  
> internet for more information and cannot find it. Below is a list of  
> questionable DLLs that my setup program (Setup Factory 6) said to install  
> after scanning my VB6 project (the rest I know are okay):*  
>  
> *Asycfilt.dll  
> comcat.dll  
> ctl3d32.dll  
> oleaut32.dll  
> olepro32.dll  
> Stdole2.tlb*  
>  
> *For now, I have changed my setup to never overwrite ANY of the above files  
> (therefore, it will only install the file if it does NOT already exist).  
> Does anyone know more about the above files? Do I even need to install them,  
> or are they a part of all OS's? In general, will my app still work, even if  
> some of the above DLLs are older than one ones on my computer? All I have  
> is Windows XP... nothing older!*

That's exactly the problem.

I would say you're asking the wrong question, because you're taking the wrong approach to distribution. And because you feel committed to that approach, you're not able to see the right question.

I can tell you the right answer, though.

ALWAYS do your shipping compiles, and build all your installation sets, on