

# Re: MFC DLL at Application Folder Saves Memory As Well?

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Cat <[typingcat@xxxxxxxx](mailto:typingcat@xxxxxxxx)> wrote:

> If Not...

> I can delete the later one's own MFC71.dll. It still works fine as

> long as the MFC71.dll file exists in Windows\System32. In this case,

> do the two applications share memory and I can save memory?

Yes, in this case the two application share and save some physical memory.

Be aware of the downside of this approach. Suppose the user installs application A that drops the DLL into system32. She then installs an unrelated application B, that checks whether the DLL is already present and does not install its own copy in its local directory if it finds that a copy already exists in system32. Both applications work fine, the user is happy.

Some time later, she decides to uninstall application A. Being a good citizen, A carefully removes all the files it has installed, including the DLL in system32. Suddenly, a seemingly unrelated application B stops working.

Search MSDN for the phrase "DLL Hell" to fully appreciate the issue.

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With best wishes,  
Igor Tandetnik

With sufficient thrust, pigs fly just fine. However, this is not necessarily a good idea. It is hard to be sure where they are going to land, and it could be dangerous sitting under them as they fly overhead. -- RFC 1925

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- *References:*

Re: MFC DLL at Application Folder Saves Memory As Well?

◆ **MFC DLL at Application Folder Saves Memory As Well?**

◇ From: Cat

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