

Re: Static or Shared MFC DLLs?

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Can't you simply put a debug version of your app along with xxx90d.dll on the client machine?

AliR.

"Tom Serface" <tom@xxxxxxxxxxxxxx> wrote in message <news:%23u5Jgve5JHA.4932@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

I often wish there were a debug version of the redistributable that could easily be installed on another machine (without having to install Visual Studio as well) just for debugging purposes. There have been times where I have an issue "only on this machine" and debugging with WinDebug is not as much fun. If I could load the debug version with all the correct runtimes I could at least see ASSERTS and do more interesting debugging.

Tom

"Giovanni Dicanio" <giovanniDOTdicanio@xxxxxxxxxxxxxxxxxxxx> wrote in message <news:egZpkse5JHA.6136@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Paul wrote:

I have mfc80.dll on my XP machine. The file description says: "MFC Managed Library – Retail Version" It's only 68KB, while the unicode version, mfc80u.dll, is only 57KB. I wonder why it says retail version.

I think "retail" version is opposed to "debug" version...

i.e. the "debug" versions of the DLL are **not** redistributable and can be used only during the development/debug process when you run your program with your IDE.

Giovanni

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