

TN1010-1c: CSMAil Redistribution Issues for interpreted applications

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1 Introduction

CSMAil includes for full support for the interface required by the standard OLE component licensing process. Supporting these interfaces makes redistribution of the library very straightforward with applications developed with environments that support the IClassFactory2 interface. Visual Basic integrates support for licensing directly into the development environment (see TN1010-1b) and other compiled languages can use IClassFactory2 within their application to create a licensed instance of the control (see TN1010-1a).

Development environments that do not compile the application do not generally support the standard licensing process. This document is targeted at developer's using such environments, including VBScript/Jscript, MS Access and Visual FoxPro.

2 OLE registration

Your application uses OLE automation to create an instance of the CSMAil client objects and for this to function correctly the CSMAil library must be registered with OLE. OLE registration is simply a process of writing some registry values to HKEY_CLASSES_ROOT so that OLE can find the library when your program is subsequently executed.

It is important to understand the difference between OLE registration – which makes the library available to OLE and licensing which makes sure that the control is properly licensed on the target machine. OLE Registration is explained in this section and licensing is dealt with in Section 3.

2.1 Automatic OLE registration in your install program

The library is marked as OLE self-registering and most installation programs will perform the OLE registration for you. For example - in InstallShield you should create a File Group for CSMAil.dll (and any other self registering DLLs that your program uses) and set the Self-Registered property of the group to Yes. Other installation program will have similar mechanisms for achieving this – try searching for Self-Registering in the help file for your installation program.

2.2 Manual OLE registration using regsvr32.exe

If your installation program is not able to use the self-registration mechanism you can register the control manually using the redistributable regsvr32.exe tool provided with your development environment.

After copying csmaill.dll to your target machine you should invoke regsvr32.exe:

```
regsvr32 /s "C:\Program Files\My Program\CSMAil.dll"
```

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This will perform all the steps necessary to make the CSMail library available to OLE automation.

You should find regsvr32.exe in the files installed by your development environment.

3 Licensing

You will have purchased a CSMail license from Codestone Ltd – the library checks the license whenever your program creates an instance of one of the client objects. Your development machine contains a copy of that license so that while you are developing your application you will be able to create instances of the client objects – but what when you need to distribute the control to a computer which does not have a copy of the license?

If your application is compiled then your license key will typically be embedded with the object code and no other actions are necessary. With non-compiled applications, however, you will have to take an extra step in your installation to make a run-time license available to the CSMail library on the target machine.

Before you start you will need to obtain a client-registration utility from us; this is a small executable that has your license details compiled into it. There is no charge for this utility – just email support@codestone.co.uk and include the user name given in your license details and we'll email back the utility.

After obtaining the client-registration utility you just need to execute it as part of your installation process, it should be executed after the library has been copied to the target machine and the OLE registration procedure (described in Section2) has been completed.

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