<http://www.serious-code.net/moin.cgi/RedistributingVisualCppRunTimeLibrary>

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**1 개요**

[VisualCpp](http://www.serious-code.net/moin.cgi/VisualCpp) 8.0부터 뭔가 배포가 귀찮아졌다.   
  
*A required .DLL file, "MSVCR80.dll" was not found.*   
*app.exe has failed to start because the application configuration is incorrect.*   
*응용프로그램 구성이 올바르지 않기 때문에 이 응용 프로그램을 시작하지 못했습니다. 이 문제를 해결하려면 응용 프로그램을 다시 설치하십시오.* 

**2 Side-by-side Assembly**

DLL 충돌 문제 때문에 마이크로소프트가 Side-by-side Assembly인지 뭔지를 만들었다. 같은 컴퓨터 안에서 여러 버전의 DLL을 동시에 실행할 수 있도록 해주는 기능인 모양이다. 즉 각각의 애플리케이션에게 독립적인 DLL 환경을 보장해준다는 말이다. 이 파일들은 \Windows\WinSxS 디렉토리에 존재한다. Side-by-side Assembly가 무엇인지는 .NET 어셈블리 쪽을 참고하기 바란다.   
  
어쨌든 이것 때문에 기존 방식(배포할 애플리케이션과 같은 디렉토리에 [VisualCpp](http://www.serious-code.net/moin.cgi/VisualCpp) 런타임 DLL을 같이 넣어두기)이 통하지 않게 되었다. 애플리케이션을 정상적으로 돌아가게 하기 위해서는 이 Side-by-side DLL들을 배포하고, 뭔가 레지스트리를 잔뜩 건드려야한다. 

**3 해결 방안**

**3.1 윈도우즈 인스톨러를 이용해 셋업 프로젝트를 만든다**

아. 짱나.

**3.2 VC 8.0 안에 있는 셋업 파일을 같이 배포한다**

"...\Microsoft Visual Studio 8\SDK\v2.0\Bootstrapper\Packages\vcredist\_x86\vcredist\_x86.exe"

또는 웹에서 다운로드받는다.   
  
[[[WWW]](http://www.microsoft.com/downloads/details.aspx?FamilyId=32BC1BEE-A3F9-4C13-9C99-220B62A191EE&displaylang=en)Visual C++ 2005 Redistributable Package (x86)](http://www.microsoft.com/downloads/details.aspx?FamilyId=32BC1BEE-A3F9-4C13-9C99-220B62A191EE&displaylang=en)   
[[[WWW]](http://www.microsoft.com/downloads/details.aspx?FamilyId=90548130-4468-4BBC-9673-D6ACABD5D13B&displaylang=en)Visual C++ 2005 Redistributable Package (x64)](http://www.microsoft.com/downloads/details.aspx?FamilyId=90548130-4468-4BBC-9673-D6ACABD5D13B&displaylang=en)   
[[[WWW]](http://www.microsoft.com/downloads/details.aspx?FamilyId=526BF4A7-44E6-4A91-B328-A4594ADB70E5&displaylang=en)Visual C++ 2005 Redistributable Package (ia64)](http://www.microsoft.com/downloads/details.aspx?FamilyId=526BF4A7-44E6-4A91-B328-A4594ADB70E5&displaylang=en)   
  
[[[WWW]](http://www.microsoft.com/downloads/details.aspx?FamilyID=200B2FD9-AE1A-4A14-984D-389C36F85647&displaylang=en)Visual C++ 2005 SP1 Redistributable Package (x86)](http://www.microsoft.com/downloads/details.aspx?FamilyID=200B2FD9-AE1A-4A14-984D-389C36F85647&displaylang=en)   
[[[WWW]](http://www.microsoft.com/downloads/details.aspx?FamilyID=EB4EBE2D-33C0-4A47-9DD4-B9A6D7BD44DA&displaylang=en)Visual C++ 2005 SP1 Redistributable Package (x64)](http://www.microsoft.com/downloads/details.aspx?FamilyID=EB4EBE2D-33C0-4A47-9DD4-B9A6D7BD44DA&displaylang=en)   
[[[WWW]](http://www.microsoft.com/downloads/details.aspx?FamilyID=747AAD7C-5D6B-4432-8186-85DF93DD51A9&displaylang=en)Visual C++ 2005 SP1 Redistributable Package (ia64)](http://www.microsoft.com/downloads/details.aspx?FamilyID=747AAD7C-5D6B-4432-8186-85DF93DD51A9&displaylang=en)

위 파일을 먼저 설치한 후, 원래 애플리케이션을 돌리면 된다. 그런데 이상하게 인스톨 화면도 딱히 없고, 프로세스 창에 msiexec.exe가 반응이 없는 채로 상당 시간 떠 있는 것을 볼 수 있다. 뭐 어쨌든 설치는 되더라. 비교적 간단한 방법이기는 하지만 이넘을 실행시키기 위해 필요한 것들이 많다는 게 문제다.   
  
from [[[WWW]](http://www.codeproject.com/useritems/vcredists_x86.asp)http://www.codeproject.com/useritems/vcredists\_x86.asp](http://www.codeproject.com/useritems/vcredists_x86.asp)

| **OS** | **Installable** | **Required Service Pack** | **Other Software** |
| --- | --- | --- | --- |
| Windows 3.x/NT/95 | No | N/A | N/A |
| Windows 98/ME | Yes | Internet Explorer 5.0 required (included in Win98SE/ME) | Windows Installer 2.0 required |
| Windows 2000 | Yes | Service Pack 3 required (includes Windows Installer 2.0) | Windows Installer 3.0 required |
| Windows XP | Yes | Service Pack 2 Recommended | Windows Installer 3.0 required (included in Service Pack 2) |
| Windows Server 2003 | Yes | Service Pack 1 Recommended | Windows Installer 3.0 required (Windows Installer 3.1 included in Service pack 1) |
| Windows Vista | Yes | None | None |

**3.3 Private Assembly를 설치한다**

실행 파일 자체와 실행 파일에서 액세스하는 DLL들에 대한 manifest 파일들을 private assembly로서 같이 배포하면, 에러를 피할 수 있다. 실행 파일의 manifest 파일은 오브젝트 파일 생기는 디렉토리 잘 뒤져보면 있을 것이다. 대충 아래와 같은 내용이다.   
  
**XXX.exe.manifest**

<?xml version='1.0' encoding='UTF-8' standalone='yes'?>

<assembly xmlns='urn:schemas-microsoft-com:asm.v1' manifestVersion='1.0'>

<dependency>

<dependentAssembly>

<assemblyIdentity type='win32' name='Microsoft.VC80.CRT' version='8.0.50608.0' processorArchitecture='x86' publicKeyToken='1fc8b3b9a1e18e3b' />

</dependentAssembly>

</dependency>

<dependency>

<dependentAssembly>

<assemblyIdentity type='win32' name='Microsoft.VC80.MFC' version='8.0.50608.0' processorArchitecture='x86' publicKeyToken='1fc8b3b9a1e18e3b' />

</dependentAssembly>

</dependency>

</assembly>

그 다음 각각의 어셈블리, 즉 DLL에 대한 manifest 파일도 같이 배포해야 한다. (이 파일들은 기본적으로 ...\Microsoft Visual Studio 8\VC\redist 디렉토리 아래에 각 플랫폼 별로 존재한다.)   
  
**Microsoft.VC80.CRT.manifest**

<?xml version="1.0" encoding="UTF-8" standalone="yes"?>

<!-- Copyright &copy; 1981-2001 Microsoft Corporation-->

<assembly xmlns="urn:schemas-microsoft-com:asm.v1" manifestVersion="1.0">

<noInheritable/>

<assemblyIdentity

type="win32"

name="Microsoft.VC80.CRT"

version="8.0.50608.0"

processorArchitecture="x86"

publicKeyToken="1fc8b3b9a1e18e3b" />

<file name="msvcr80.dll"/>

<file name="msvcp80.dll"/>

<file name="msvcm80.dll"/>

</assembly>

**Microsoft.VC80.MFC.manifest**

<?xml version="1.0" encoding="UTF-8" standalone="yes"?>

<!-- Copyright &copy; 1981-2001 Microsoft Corporation-->

<assembly xmlns="urn:schemas-microsoft-com:asm.v1" manifestVersion="1.0">

<noInheritable/>

<assemblyIdentity

type="win32"

name="Microsoft.VC80.MFC"

version="8.0.50608.0"

processorArchitecture="x86"

publicKeyToken="1fc8b3b9a1e18e3b" />

<file name="mfc80.dll"/>

<file name="mfc80u.dll"/>

<file name="mfcm80.dll"/>

<file name="mfcm80u.dll"/>

</assembly>

이 manifest 파일과 DLL 파일들을 애플리케이션 실행 파일이 존재하는 디렉토리에 같이 넣어두면, 별도의 셋업 없이도 실행이 된다. 문제는 이렇게 했을 때, 저 DLL들의 새 버전이 나와도 XXX.exe는 이 혜택을 받을 수 없다는 점이다.

**3.4 .NET framework 2.0을 설치한다**

다운 열라 받아야함...

**3.5 CRT 소스를 이용해 커스텀 CRT를 빌드한다**

빌드한 파일을 마이크로소프트에서 배포하는 이름과 똑같은 이름으로 배포하면 법에 저촉되는 모양이다. 사실 빌드하기도 귀찮다.

**3.6 정적 링크를 이용한다**

C/C++ > Code Generation 항목에서 DLL 버전 말고 정적 CRT를 사용하도록 한다. 제일 간단한 방법이기는 하지만, 온라인 게임 클라이언트 같은 경우에는 매번 업데이트 때마다 커다란 크기의 실행 파일을 다운로드받아야하는 단점이... 

**4 링크**

* [[[WWW]](http://www.codeproject.com/cpp/vcredists_x86.asp)Bootstrapper for the VC++ 2005 Redists (with MSI 3.1)](http://www.codeproject.com/cpp/vcredists_x86.asp)
* [[[WWW]](http://msdn2.microsoft.com/en-us/library/zebw5zk9(en-US,VS.80).aspx)Visual C++ Deployment (C++)](http://msdn2.microsoft.com/en-us/library/zebw5zk9(en-US,VS.80).aspx)
* [[[WWW]](http://msdn2.microsoft.com/ko-kr/library/ms235285(VS.80).aspx)Visual C++ 배포 예제](http://msdn2.microsoft.com/ko-kr/library/ms235285(VS.80).aspx)
* [[[WWW]](http://blogs.msdn.com/vcblog/archive/2007/10/12/how-to-redistribute-the-visual-c-libraries-with-your-application.aspx)How to redistribute the Visual C++ Libraries with your application](http://blogs.msdn.com/vcblog/archive/2007/10/12/how-to-redistribute-the-visual-c-libraries-with-your-application.aspx)
* [[[WWW]](http://blogs.msdn.com/aymans/archive/2006/04/04/568466.aspx)Visual C++ Libraries DLL Deployment](http://blogs.msdn.com/aymans/archive/2006/04/04/568466.aspx)
* [[[WWW]](http://blogs.msdn.com/michkap/articles/478235.aspx)How to build the 8.0 MFC and CRT DLLs with MSLU](http://blogs.msdn.com/michkap/articles/478235.aspx)
* [[[WWW]](http://blogs.msdn.com/parthas/archive/2006/09/14/redistvclibraries.aspx)Redistributing Visual C++ Libraries](http://blogs.msdn.com/parthas/archive/2006/09/14/redistvclibraries.aspx)
* [[[WWW]](http://blogs.msdn.com/nikolad/archive/2005/09/02/460368.aspx)Running C++ application built by VC++ Express on another computer](http://blogs.msdn.com/nikolad/archive/2005/09/02/460368.aspx)
* [[[WWW]](http://blogs.msdn.com/nikolad/archive/2007/02/09/q-a-on-adapting-vs2005-sp1-to-build-your-applications.aspx)Q&A on adapting VS2005 SP1 to build your applications](http://blogs.msdn.com/nikolad/archive/2007/02/09/q-a-on-adapting-vs2005-sp1-to-build-your-applications.aspx)
* [[[WWW]](http://blogs.msdn.com/astebner/archive/2007/02/07/update-regarding-silent-install-of-the-vc-8-0-runtime-vcredist-packages.aspx)How to silently install the VC++ runtime files redistributable package](http://blogs.msdn.com/astebner/archive/2007/02/07/update-regarding-silent-install-of-the-vc-8-0-runtime-vcredist-packages.aspx)
* [[[WWW]](http://blogs.msdn.com/astebner/archive/2007/01/16/mailbag-how-to-detect-the-presence-of-the-vc-8-0-runtime-redistributable-package.aspx)How to detect the presence of the VC 8.0 runtime redistributable package Updated VC 8.0 runtime redistributable packages are included in Visual Studio 2005 SP1](http://blogs.msdn.com/astebner/archive/2007/01/16/mailbag-how-to-detect-the-presence-of-the-vc-8-0-runtime-redistributable-package.aspx)
* [[[WWW]](https://blogs.msdn.com/astebner/archive/2007/01/24/updated-vc-8-0-runtime-redistributable-packages-are-included-in-visual-studio-2005-sp1.aspx)How to detect whether or not the VS 2005 SP1 version of the VC++ runtime files redistributable package is installed on a system](https://blogs.msdn.com/astebner/archive/2007/01/24/updated-vc-8-0-runtime-redistributable-packages-are-included-in-visual-studio-2005-sp1.aspx)
* [[[WWW]](http://blogs.msdn.com/astebner/archive/2007/02/13/building-an-msi-using-wix-v3-0-that-includes-the-vc-8-0-runtime-merge-modules.aspx)Building an MSI using WiX v3.0 that includes the VC 8.0 runtime merge modules](http://blogs.msdn.com/astebner/archive/2007/02/13/building-an-msi-using-wix-v3-0-that-includes-the-vc-8-0-runtime-merge-modules.aspx)
* [[[WWW]](http://forums.microsoft.com/MSDN/ShowPost.aspx?PostID=149470&SiteID=1)http://forums.microsoft.com/MSDN/ShowPost.aspx?PostID=149470&SiteID=1](http://forums.microsoft.com/MSDN/ShowPost.aspx?PostID=149470&SiteID=1)
* [[[WWW]](http://forums.microsoft.com/MSDN/ShowPost.aspx?PostID=164465&SiteID=1)http://forums.microsoft.com/MSDN/ShowPost.aspx?PostID=164465&SiteID=1](http://forums.microsoft.com/MSDN/ShowPost.aspx?PostID=164465&SiteID=1)
* see also [VisualCpp](http://www.serious-code.net/moin.cgi/VisualCpp)
* [CategoryTools](http://www.serious-code.net/moin.cgi/CategoryTools)

[[PythonPowered](http://www.python.org/)](http://www.python.org/)

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