From: Richard Wolf
Sent: Monday, December 02, 1996 12:29 PM
To: Christopher Brown (Systems); Gay Gilmore (Exchange)
Subject: RE: office shipping IE components?

Office installs:

wininet.dll
urlmon.dll
hlink.dll
inetcpl.cpl
winsspi.dll

Office also performs some of the same registration that IE 3 performs upon intallation. If you want to look at this it is contained in two files we ship with Office: misc1.srg and misc2.srg.

Notes:

1. The hlink.dll that we ship is newer than the one shipped with IE3. That's because we supply hlink to systems so we have the newest one. You should pick up the latest one from us for your next release.
2. Office also installs hlinkprx.dll which you do not install. It contains the marshaling code for hlink interfaces and you get this from a different dll. I don't remember the exact name, but it's something like actx.dll.
3. Office shipped IE3.01 but we do not install it. All we do is put a shortcut to the CD ROM location on your desktop.
4. We do not use the activex sdk to install these components.

As for the future, we will probably pick up newer versions of the dlls above for any A release. Further in the future, Office 9, it's hard to say how this is affected.

-----Original Message-----
From: Christopher Brown (Systems)
Sent: Wednesday, November 27, 1996 3:48 PM
To: Richard Wolf; Gay Gilmore (Exchange)
Subject: office shipping IE components?

Hi folks - I'm looking for some info. I'm aware that office 97 shipped all of IE3, but that it also installs certain IE components (like the Internet control panel, WININET perhaps) no matter what.

Richard, can you send me a pointer to someone who could get me all the IE3 binaries that are installed by Office *outside* of the IE3 self-extracting exe?

Also, we're needing to know if that set is changing for any releases that are coming out in the near future, including the outlook update. Gay, do you have any detailed info on what underlying IE3 platform support will be required by outlook for this release?

Understanding these dependencies are pretty crucial to us right now so we can tweak our dev plan.

Thx
Chris