

END-USER LICENSE AGREEMENT FOR MICROSOFT SOFTWARE

IMPORTANT—READ CAREFULLY: This Microsoft End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and Microsoft Corporation for the Microsoft software product identified above, which includes computer software and may include associated media, printed materials, and "online" or electronic documentation ("SOFTWARE PRODUCT"). By installing, copying, or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not install or use the SOFTWARE PRODUCT.

Microsoft SOFTWARE DEVELOPMENT KIT FOR JAVA VERSION 1.5.1

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is licensed, not sold.

- 1. GRANT OF LICENSE. This EULA grants you the following rights
- a. Software Product. You may install and use one copy of the SOFTWARE PRODUCT on a single computer. The primary user of the computer on which the SOFTWARE PRODUCT is installed may make a second copy for his or her exclusive use on a portable computer.
- b. Electronic Documents. Solely with respect to electronic documents included with the SOFTWARE PRODUCT, you may make an unlimited number of copies (either in hardcopy or electronic form), provided that such copies shall be used only for internal purposes and are not republished or distributed to any third party.
- c. Storage/Network Use. You may also store or install a copy of the SOFTWARE PRODUCT on a storage device, such as a network server, used only to install or run the SOFTWARE PRODUCT on your other computers over an internal network; however, you must acquire and dedicate a license for each separate computer on which the SOFTWARE PRODUCT is installed or run from the storage device. A license for the SOFTWARE PRODUCT may not be shared or used concurrently on different computers.
- d. Sample Code. In addition to the rights granted in Section 1(a), Microsoft grants you the right to use and modify the source code version of those portions of the SOFTWARE PRODUCT that are identified as sample code in the REDIST.HTM file in the SOFTWARE PRODUCT ("SAMPLE CODE"), for the sole purposes of designing, developing, and testing your software product(s), provided that you comply with Section 1(f), below.
- e. Redistributable Files. In addition to the rights granted in Section 1(a), Microsoft grants you a nonexclusive, royalty-free right to reproduce and distribute in object code form only the SAMPLE CODE and all the other files identified in the REDIST.HTM file located in the SOFTWARE PRODUCT (the "REDISTRIBUTABLES"), provided that you comply with Section 1(f), below.
- f. Redistribution Requirements. If you redistribute the REDISTRIBUTABLES, you agree: (i) to distribute the REDISTRIBUTABLES in object code only in conjunction with and as a part of a software product developed by you that adds significant and primary functionality to the REDISTRIBUTABLES ("Licensed Product"); (ii) not to use Microsoft's name, logo, or trademarks to market your Licensed Product; (iii) to include a valid copyright notice on your Licensed Product; (iv) to indemnify, hold harmless, and defend Microsoft from and against any claims or lawsuits, including attorney's fees, that arise or result from the use or distribution of your Licensed Product; (v) if you distribute any one or more of the files included in a file category listed in the REDISTR.HTM file (e.g., "Tool Files") in your Licensed Product, to distribute all of the files listed under such category heading; provided, that you are not required to distribute the "jit.dll"file with the other files under the heading "Microsoft Win32 Java VM" if you wish to distribute your own JIT compiler or a JIT compiler of another vendor with your Licensed Product; and (vi) not to permit further distribution of the REDISTRIBUTABLES by your end user.

MS-PCA 2615148

The following exceptions apply to subsection (f)(vi), above:

- (A) you may permit further redistribution of the REDISTRIBUTABLES by your distributors to your end-user customers if your distributors only distribute the REDISTRIBUTABLES in conjunction with, and as part of, your Licensed Product and you and your distributors comply with all other terms of this EULA;
- B. you may permit your end users to reproduce and distribute the object code version of the files listed below ("Limited-Use Redistributable Files") for use in development of an application created by your end user ("End User Application"), provided that your end user agrees: (i) to distribute the Limited-Use Redistributable Files in object code only in conjunction with and as a part of a software application product developed by them that adds significant and primary functionality to the Limited-Use Redistributable Files ("End User Application"); (ii) not to use Microsoft's name, logo, or trademarks to market the End User Application; (iii) to include a valid copyright notice on the End User Application; (iv) to indemnify, hold harmless, and defend Microsoft from and against any claims or lawsuits, including attorney's fees, that arise or result from the use or distribution of the End User Application; (v) if they distribute any one or more of the files inleuded in a file category listed in the REDISTR.IITM file (e.g., "Tool Files") in their End User Application, to distribute all of the files listed under such category, and (vi) not to permit further distribution of the Limited-Use Redistributable Files by the user of the End User Application. Limited-Use Redistributable Files: the Limited-Use Redistributable Files are all of the files listed in the REDIST.HTM file of the SOFTWARE PRODUCT, except those in Section 3.
- 2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS. a. Limitations on Reverse Engineering, Decompilation, and Disassembly. You may not reverse engineer, decompile, or disassemble the SOFTWARE PRODUCT, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.
- b. Separation of Components. The SOFTWARE PRODUCT is licensed as a single product. Its component parts may not be separated for use on more than one computer.
- c. Rental. You may not rent, lease, or lend the SOFTWARE PRODUCT.
- d. Support Services. Microsoft provides no support for this SOFTWARE PRODUCT.
- e. Software Transfer. You may permanently transfer all of your rights under this EULA, provided you retain no copies, you transfer all of the SOFTWARE PRODUCT (including all component parts, the media and printed materials, any upgrades, this EULA, and, if applicable, the Certificate of Authenticity), and the recipient agrees to the terms of this EULA. If the SOFTWARE PRODUCT is an upgrade, any transfer must include all prior versions of the SOFTWARE PRODUCT.
- f. Termination. Without prejudice to any other rights, Microsoft may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all of its component parts.
- 3. UPGRADES. If the SOFTWARE PRODUCT is labeled as an upgrade, you must be properly licensed to use a product identified by Microsoft as being eligible for the upgrade in order to use the SOFTWARE PRODUCT. A SOFTWARE PRODUCT labeled as an upgrade replaces and/or supplements the product that formed the basis for your eligibility for the upgrade. You may use the resulting upgraded product only in accordance with the terms of this EULA. If the SOFTWARE PRODUCT is an upgrade of a component of a package of software programs that you licensed as a single product, the SOFTWARE PRODUCT may be used and transferred only as part of that single product package and may not be separated for use on more than one computer.
- 4. COPYRIGHT. All title and copyrights in and to the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, text, and "applets" incorporated into the SOFTWARE PRODUCT), the accompanying printed materials, and any copies of the SOFTWARE PRODUCT are owned by Microsoft or its suppliers. The SOFTWARE PRODUCT is protected by copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE PRODUCT like any other copyrighted material except that you may install the SOFTWARE PRODUCT on a single computer provided you keep the original solely for backup or archival purposes. You may not copy the printed materials accompanying the SOFTWARE PRODUCT.
- 5. PRERELEASE CODE. The SOFTWARE PRODUCT may contain PRERELEASE CODE that is not at the level of performance and compatibility of the final, generally available, product offering. These portions of the SOFTWARE PRODUCT may not operate correctly and may be substantially modified prior to first commercial shipment. Microsoft is

MS-PCA 2615149

not obligated to make this or any later version of the SOFTWARE PRODUCT commercially available. Microsoft grants you the right to distribute test versions of your Licensed Product created using the PRERELEASE CODE provided you comply with the license terms described in Section 1 and the following additional provisions: (a) you must mark the test version of your Licensed Product "BETA" and (b) you are solely responsible for updating your customers with versions of your Licensed Product that operate satisfactorily with the final commercial release of the PRERELEASE CODE. In order to determine what constitutes PRERELEASE CODE, consult the REDIST.HTM file located in the SOFTWARE PRODUCT.

- 6. U.S. GOVERNMENT RESTRICTED RIGHTS. The SOFTWARE PRODUCT and documentation are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software—Restricted Rights at 48 CFR 52.227-19, as applicable. Manufacturer is Microsoft Corporation/One Microsoft Way/Redmond, WA 98052-6399.
- 7. EXPORT RESTRICTIONS. You agree that neither you nor your customers intend to or will, directly or indirectly, export or transmit (i) the SOFTWARE or related documentation and technical data or (ii) your software product as described in Section 1(f) of this License (or any part thereof), or process, or service that is the direct product of the SOFTWARE, to any country to which such export or transmission is restricted by any applicable U.S. regulation or statute, without the prior written consent, if required, of the Bureau of Export Administration of the U.S. Department of Commerce, or such other governmental entity as may have jurisdiction over such export or transmission.
- 8. NOTE ON JAVA SUPPORT. THE SOFTWARE PRODUCT CONTAINS SUPPORT FOR PROGRAMS WRITTEN IN JAVA. JAVA TECHNOLOGY IS NOT FAULT TOLERANT AND IS NOT DESIGNED, MANUFACTURED OR INTENDED FOR USE OR RESALE AS ONLINE CONTROL EQUIPMENT IN HAZARDOUS ENVIRONMENTS REQUIRING FAIL-SAFE PERFORMANCE, SUCH AS IN THE OPERATION OF NUCLEAR FACILITIES, AIRCRAFT NAVIGATION OR COMMUNICATIONS SYSTEMS, AIR TRAFFIC CONTROL, DIRECT LIFE SUPPORT MACHINES, OR WEAPONS SYSTEMS, IN WHICH THE FAILURE OF JAVA TECHNOLOGY COULD LEAD DIRECTLY TO DEATH, PERSONAL INJURY, OR SEVERE PHYSICAL OR ENVIRONMENTAL DAMAGE.

MISCELLANEOUS

If you acquired this product in the United States, this EULA is governed by the laws of the State of Washington.

If you acquired this product in Canada, this EULA is governed by the laws of the Province of Ontario, Canada. Each of the parties hereto irrevocably attorns to the jurisdiction of the courts of the Province of Ontario and further agrees to commence any litigation which may arise hereunder in the courts located in the Judicial District of York, Province of Ontario.

If this product was acquired outside the United States, then local law may apply.

Should you have any questions concerning this EULA, or if you desire to contact Microsoft for any reason, please contact the Microsoft subsidiary serving your country, or write: Microsoft Sales Information Center/One Microsoft Way/Redmond, WA 98052-6399.

If you have a specific question regarding the licensing of redistributables, you may call the Microsoft Technical Sales Information Team at (800) 426-9400 (United States only) or send inquiries via fax to Microsoft Visual J + + Licensing Administrator, (206) 936-7329 (United States only).

LIMITED WARRANTY

LIMITED WARRANTY. To the maximum extent permitted by applicable law, Microsoft and its suppliers disclaim all other warranties, either express or implied, including, but not limited to, implied warranties of merchantability AND fitness for a particular purpose, with regard to the SOFTWARE PRODUCT, and any accompanying hardware. This limited warranty gives you specific legal rights. You may have others, which vary from state/jurisdiction to state/jurisdiction. NOTWITHSTANDING THE FOREGOING, MICROSOFT WARRANTS THAT IT HAS ALL THIRD PARTY LICENSE RIGHTS THAT ARE NECESSARY TO GRANT THE LICENSE RIGHTS SET FORTH HEREIN.

<u>LIMITATION OF LIABILITY</u>. EXCEPT WITH RESPECT TO THE WARRANTY SET FORTH IN THE LAST SENTENCE OF THE "LIMITED WARRANTY" SECTION ABOVE, MICROSOFT'S ENTIRE LIABILITY AND

MS-PCA 2615150

YOUR EXCLUSIVE REMEDY UNDER THIS EULA SHALL NOT EXCEED ONE HUNDRED DOLLARS (US\$100.00).

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. To the maximum extent permitted by applicable law, in no event shall Microsoft or its suppliers be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the software product, even if Microsoft has been advised of the possibility of such damages. Because some states and jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

Si vous avez acquis votre produit Microsoft au CANADA, la garantie limitée suivante vous concerne :

GARANTIE LIMITEE

GARANTIE LIMITEE — Sauf pour celles du REDISTRIBUTABLES, qui sont fournies "comme telles", sans aucune garantie quelle qu'elle soit. Microsoft garantit que (a) la performance du LOGICIEL sera substantiellement en conformité avec le(s) manuel(s) de produits qui accompagne(nt) le LOGICIEL pour une période de quatre-vingt-dix (90) jours à compter de la date de réception ; et (b) tout matériel fourni par Microsoft accompagnant le LOGICIEL sera exempt de défaut de matière première ou de vice de fabrication dans des conditions normales d'utilisation et d'entretien pour une période d'un an à compter de la date de réception. Toute garantie implicite concernant le LOGICIEL et le matériel est limitée à quatre-vingt-dix (90) jours et un (1) an, respectivement.

RECOURS DU CLIENT — La seule obligation de Microsoft et votre recours exclusif seront, au choix de Microsoft, soit (a) le remboursement du prix payé ou (b) la réparation ou le remplacement du LOGICIEL ou du matériel qui n'est pas conforme à la Garantie Limitée de Microsoft et qui est retourné à Microsoft avec une copie de votre reçu. Cette Garantie Limitée est nulle si le défaut du LOGICIEL ou du matériel est causé par un accident, un traitement abusif ou une mauvaise application. Tout LOGICIEL de remplacement sera garanti pour le reste de la période de garantie initiale ou pour trente (30) jours, selon laquelle de ces deux périodes est la plus longue.

AUCUNE AUTRE GARANTIE — MICROSOFT DESAVOUE TOUTE AUTRE GARANTIE, EXPRESSE OU IMPLICITE, Y COMPRIS MAIS NE SE LIMITANT PAS AUX GARANTIES IMPLICITES DU CARACTERE ADEQUAT POUR LA COMMERCIALISATION OU UN USAGE PARTICULIER EN CE QUI CONCERNE LE LOGICIEL, LE(S) MANUEL(S) DE PRODUITS, LA DOCUMENTATION ECRITE ET TOUT MATERIEL QUI L'ACCOMPAGNENT. CETTE GARANTIE LIMITEE VOUS ACCORDE DES DROITS JURIDIQUES SPECIFIQUES.

PAS D'OBLIGATION POUR LES DOMMAGES INDIRECTS — MICROSOFT OU SES FOURNISSEURS N'AURONT D'OBLIGATION EN AUCUNE CIRCONSTANCE POUR TOUT AUTRE DOMMAGE QUEL QU'IL SOIT (Y COMPRIS, SANS LIMITATION, LES DOMMAGES ENTRAINES PAR LA PERTE DE BENEFICES, L'INTERRUPTION DES AFFAIRES, LA PERTE D'INFORMATION COMMERCIALE OU TOUTE AUTRE PERTE PECUNIAIRE) DECOULANT DE L'UTILISATION OU DE L'IMPOSSIBILITE D'UTILISATION DE CE PRODUIT MICROSOFT, ET CE, MEME SI MICROSOFT A ETE AVISE DE LA POSSIBILITE DE TELS DOMMAGES. EN TOUT CAS, LA SEULE OBLIGATION DE MICROSOFT EN VERTU DE TOUTE DISPOSITION DE CETTE CONVENTION SE LIMITERA AU MONTANT EN FAIT PAYE PAR VOUS POUR LE LOGICIEL.

La présente Convention est régie par les lois de la province d'Ontario, Canada. Chacune des parties à la présente reconnaît irrévocablement la compétence des tribunaux de la province d'Ontario et consent à instituer tout litige qui pourrait découler de la présente auprès des tribunaux situés dans le district judiciaire de York, province d'Ontario.

Au cas où vous auriez des questions concernant cette licence ou que vous désiriez vous mettre en rapport avec Microsoft pour quelque raison que ce soit, veuillez contacter la succursale Microsoft desservant votre pays, dont l'adresse est fournie dans ce produit, ou écrire à : Microsoft Sales Information Center, One Microsoft Way, Redmond, Washington 98052-6399.

MS-PCA 2615151

<ALIGN=CENTERMicrosoft® SDK for Java ™ 1.5.1 Release Notes

(Last Updated: 5/30/97)

Introduction

Welcome to Microsoft SDK for Java 1.5.1 refresh release. This version of the SDK contains the latest released version of the Microsoft Virtual Machine for Java (build 1518)... This version includes recent fixes for Java security issues. Functionality is otherwise similar to SDK 1.5. The end user license agreement for this SDK also permits redistribution of the Alpha version of the Microsoft VM.

For those who have not installed SDK 1.5, all SDK components release information are listed in the content section of this release note. Please see the online version of the release notes for the most accurate and timely information.

If you have previously installed the SDK for Java on your machine, we suggest that you update all files with this version by reinstalling the SDK. You should have Internet Explorer installed to use this VM and SDK, unless you plan to use NetScape® Navigator Plugin, which supports versions 2.x and 3.x of Navigator.

This SDK will enable you to write Java app[let]s based on both the JavaTM language spec and the Microsoft Win32 VM functionality. The SDK documentation includes updated information describing working with the Microsoft VM for Java, standard and Win32 extensions of the Java class library, COM support and the included tools and utilities. You can download the entire SDK documentation from the Web. We also encourage you to participate in the news groups to post your comments and requests (more information below).

Installation Requirements

This SDK has the same platform requirements as Internet Explorer (Microsoft Windows 95 or NT 4.0). Please download the latest version of Internet Explorer for development and testing (click to Download Latest Internet Explorer). You should make sure that you have the latest Java VM installed on your machine. The latest Java VM can be installed as an optional step when installing SDK, or by running the self-extracting executable IE30Java.exe, provided in the SDK \BIN directory, after the SDK is installed.

If you are interested in working with the Raw Native Interface (RNI)to integrate Java and native code and running the sample native code, you need to have a C compiler (Win32) installed and also have the Microsoft Win32 SDK on your system.

The DirectX class extensions require the DirectX, Version 2 (DirectX2) run-time components. If you don't have these components on your system, and you want to run the DirectX samples, you must install them. If you are running Windows 95, please download the self-extracting directx.exe file, then run that file to unpack the DirectX2 files, and then run dxsetup.exe. (Click to download the DirectX2 run-time). By default, Windows NT 4.0 contains all of the run-time components for DirectX2 with the exception of the Direct-3D extensions. You can install the Direct-3D beta run-time components from the Win32 SDK that shipped with NT 4.0. Note that if you install any DirectX components after installing this SDK, be sure to run reg.bat in the SDK's

MS-PCA 2615152

\DirectX2\Direct directory to register direct.dll.

Redistribution Components

Please refer to Redistribution List (REDIST.HTM) in the SDK for the full list of the redistribution files. You must read and agree with the SDK license agreement License Agreement (LICENSE.HTM) terms and conditions before you redistribute any component with your applications. Alpha VM redistribution is covered under the same license.

Contents of SDK

The SDK download provides two options: SDK software(SDK-Java.exe) and SDK documentation (SDK-Doc.exe). Once you have installed the Java SDK on your system, you will see the following:

Microsoft Win32 VM for Java:

The latest release of IE30Java.exe supports the following products:

- Microsoft Active Server Pages (http://www.microsoft.com/iis)
- Microsoft Transaction Server (http://www.microsoft.com/transaction)
- Microsoft NT Service Pack II (NT Service Pack)
- Latest Microsoft Script Debugger for Internet Explorer (pre-release version included in the SDK)

Please make sure that you update your system with the latest Microsoft VM for Java if you did not updated this when you installed the SDK for Java 1.5.

You may redistribute the Win32 or Alpha version of the Microsoft VM for Java with your application by registering and agreeing to the SDK license agreement. You can find the self-extracting executable for the Microsoft VM and its binary files in the \MSJavaVm directory in the SDK. To get more information on working with the Microsoft VM for Java, please check out the SDK documentation on this subject.

Class library:

The SDK provides a rich class library of both Java standard classes and Win32 class extensions. For the full list of new classes and their functions, please refer to SDK documentation under the title Packages and Classes. For debugging purposes, this release of the SDK includes classesd.exe, a self-extracting executable; run it to install the classes and sources on your machine.

To ensure that users have these latest class libraries, you may redistribute the file CLASSR.EXE which checks the version of the class libraries and updates as needed. You can find this file in the \MsJavaVm directory.

Pre-release code: Please be aware that there is a set of classes in this release that are pre-release quality:

MS-PCA 2615153

DirectX classes: this version of the class library includes a beta version of the DirectX2 class extensions (see "Known Issues" below). Please refer to the SDK license text on how to use pre-release code with your application. (Note: the beta version of DirectX2 class sources are not included.)

Tools and Utilities

Here is the list of the tools and utilities that were updated or rebuilt for this SDK. For details, please check out the SDK documentation under the title Tools.

- Navigator Plugin: A utility to allow developers to develop Java application or applets that take advantage of the Microsoft VM for Java inside released versions of the NetScape Navigator browser. For instructions on using npmsjava.dll, please refer to npmsjava.htm under \NSPlugInSupport or in the documentation.
- Cabarc.exe: Compression utility for Java developers to package Java applications and
 classes for Web distribution. For instruction on how to use the tool, please refer to the
 SDK for Java 1.5 documentation. Compared to the previous version of CabDevKit,
 cabarc is a single tool used to create, view, and extract cabinets, and doesn't require
 complex scripts to create cabinets. It also supports wildcards and subdirectories.
- Script Debugger for Internet Explorer: Latest pre-release build of the script debugger, is supported by the Microsoft VM for Java in this SDK. It allows developers using Internet Explorer to debug Java, JScript, VBScript, and HTML. Please install it by running the self-extracting executable under \Script Debugger in this SDK. It is a self-contained, digitally-signed component, with it's own on-line user interface documentation. Be sure to read "Using the Microsoft Script Debugger with the Microsoft VM" in the Tools section of the SDK documentation to learn how to install and use the script debugger with Java code. Also, see the \Samples\ScriptDebugger sample directory for code to use to test out the debugger.
- JVC.exe: Latest Java compiler which was released with Microsoft Visual J++ 1.1
- Javatlb.exe: A utility to convert OCX type library files into Java classes, which will be released with the upcoming version of Microsoft Visual J++ 1.1
- NT Service Package: A new set of classes that allows developers to write NT services in Java. Note that NT services are only supported on Windows NT and not in Windows 95.
- JView.exe: Java Application Viewer (added additional -D switch to allow access to the system property in SDK 1.5)
- AppletViewer.exe: Java applet viewer with internationalization enabled
- ClassVue exe: A Java application for developers to view and debug classes
- Jexegen.exe: A new version of the tool to convert stand-alone Java application into native executable binaries

MS-PCA 2615154

- Msjavah exe: Microsoft version of C header file generator, check documentation for usage
- Native.h: Updated header file for writing raw native code interface

APIs

We have included descriptions of APIs for JIT, Debugger, Native Code Interface support (RAW and COM), and Invocation. Your feedback on these APIs is welcome. Please refer to the SDK documentation under the titles Java and COM, Raw Native Interface, and Working with Microsoft VM.

Sample Code

We have included samples demonstrating Visual Basic applet scripting, COM integration, Microsoft class extensions, DirectX classes, class library version tracking, and Java version of debugger sample. In some of the sample directories you will find a readmentant file that will help you understand the structure and design of these sample code. The documentation also provides an overview of each of the samples. The samples are meant to demonstrate the relationship of APIs, and are provided "as is." Please refer to the License Agreement on how to use sample code.

Known Issues

Navigator PlugIn:

When this plugin is used with Netscape Navigator 2.02, some drawing and repainting problems have been reported. This is not a defect in the plugin, but rather is caused by the fact that Navigator 2.02 does not always instruct child windows to repaint when necessary. The Navigator release notes advise reloading or resizing the page to force a repaint in these cases. However, this is not a feasible option for a Java VM plugin. The Microsoft VM for Java plugin utilize's its own network DLLs and cache. There is a known problem when navigating first to a file URL and then to an HTTP URL. There is a collision between the version of WinSock utilized by the Microsoft VM for Java plugin and the version of WinSock utilized by Netscape. To avoid this problem, always navigate to an HTTP URL first.

Script Debugger for Internet Explorer:

SDK for Java 1.5 includes the latest build of the Script Debugger for Internet Explorer, to demonstrate the capability of mixed-language debugging supported via the Microsoft VM for Java. It is pre-release code, not for redistribution. We appreciate any feedback on this component. See the support section for details on reporting bugs.

Pre-Release Build of Script Debugger:

Given the component is pre-release build quality, there may be bugs still need to be fixed when you intent to run it with current and future Internet Browser releases. It is not for redistribution at this time

MS-PCA 2615155

DirectX:

- 1. Direct.dll: If your Java application uses the pre-release DirectX2 class extensions, you should also redistribute (install) Direct.dll with your application. Your application should also register Direct.dll with the system it runs on (via regsvr32.exe).
- 2. Direct-3D is not supported on NT4.0. The beta version of Direct-3D runtime libraries are available via the NT 4.0 SDK.
- 3. DirectPlay is not complete in this release. It will be provided in a future version of the SDK.

JVC:

In a few specific cases, if you use the same name for methods, variables, superclasses, interfaces, and classes, you may have conflicts at run time. For example, there will be no error issued for an ambiguous variable reference between superinterface and superclass when both have the same name. Classes with the same name but different cases will compile but will not create the second class and will not run under JVIEW. In the hardest to decipher cases, an error may occur when a duplicate class name is used because it is attempting to invoke the constructor for the original class. This will offset the error message reporting by several lines. The work-around is to not use the same names for classes, variables, interfaces, methods, etc.

Bug Report and Developer Support

Please use the on-line bug report provided in this SDK. Microsoft will screen the bugs on a regular basis, and will be working on bug fixes.

Visit the www.microsoft.com/Java site for the latest information on Microsoft and Java.

For an up-to-date list of Frequently Asked Questions (FAQ), visit the FAQ link.

For additional assistance with specific problems, please review and/or post in the newsgroup forum. microsoft.public.activex.programming.java.sdk. We will be actively monitoring and addressing issues in this forum. Also, consider using Microsoft Visual J++ as a development tool and as a comprehensive online Java reference.

To submit a bug report directly, please use the Bug Report link from http://www.microsoft.com/java/sdk/. You should receive a confirmation of your bug report; however, no further response should be expected. If a response is needed, please use the newsgroup previously mentioned.

If your issue is regarding JavaScript, please see http://www.microsoft.com/jscript/ for more information or use the microsoft.public.internetexplorer.scripting newsgroup forum.

If you have any feedback regarding the Microsoft VM for Java, please send it msjavavm@microsoft.com. (This mail alias is monitored, but will receive limited response. Please use the news group forum above for any questions.)

MS-PCA 2615156

If your question is related to licensing, please refer to the License.htm and Redist.htm files that are installed with the SDK. If your issue falls outside the scope of these documents, please state the issue clearly in mail to the alias below.

For feedback and comments, please send mail to sdkjava@microsoft.com (This mail alias is monitored, but will receive limited response. Please use the news group forum above for any questions.)

© 1996, 1997 Microsoft Corporation. All rights reserved.

Other product and company names herein may be the trademarks of their respective owners.

MS-PCA 2615157

REDIST.HTM File

Redistributable File List for Microsoft(R) SDK for Java(TM), Version 1.5.1

Copyright (C) Microsoft Corporation 1996, 1997

This document identifies the files that you may redistribute with your application developed using Microsoft SDK for Java 1.5.1. The conditions under which you may redistribute these files are described in the separate License Agreement under Redistribution Requirements.

The redistributable files are located inside SDK directories, unless otherwise noted. Files will be part of the SDK download and installed on your hard drive. When you redistribute any of these files, you should make sure you are redistributing the correct version of the files.

Categories of Redistributable Files

The following categorization of redistributable files are described in this document.

- 1. Microsoft Win32 Java VM Files
- 2. Plugin for Navigator(c) files
- 3. SDK tools files
- 4. CAB Files
- 5. Sample Files
- 6. DirectX File
- 7. General Redistribution Information

1. Microsoft Win32 Java VM

You can either redistribute IE30Java.exe (self extracting executable) in the SDK \bin directory or redistribute the following binary files that are in \MSJavaVM\x86 and \alpha directories:

msjava.inf
jautoexp.dat
javaDbg.txt
javaEE.dll
javasntx.dll
setdebug.exe
regsvr32.exe
jit.dll
javaprxy.dll
jdbgmgr.exe

msjava.dll

MS-PCA 2615158

msawt.dil

vmhelper.dll

javart.dll

jview.exe

wjview.exe

mfc40.dll

msvcrt40.dll

classr.exe

classd.exe

javasup.vxd

For current information on how to redistribute the latest version of Win32 Java VM, see our web site: http://www.microsoft.com/java/

2. Plugin for Navigator Files

These files are provided with the SDK in the \NSPlugIn Support directory:

npmsjava.dll: Microsoft VM for Java plugin to be used with Navigator

npmsjava.htm: Information on how to use the plugin with Navigator.

3. Tool Files

These files are provided with SDK in the \bin directory except Native.h and Nativecom.h are in the \include directory (note Java compiler(jvc.exe), and pre-release version of Script Debugger for IE are not for redistribution):

JView.exe: Java application viewer with internationalization enabled

AppletViewer.exe: Java applet viewer with internationalization enabled

JExegen.exe: A tool to convert stand alone Java applications into a Windows executable (.EXE)

JavaReg.exe: A Java/COM registration utility

JavaTLB: A tool for generating Java classes from a variety of type libraries

Msjavah.exe: Microsoft version of C header file generator

Native.h: Header file for writing raw native code interface

Nativecom.h: Header file exposes public COM APIs used by the VM

4. CAB Files

cabarc.exe: A utility that creates, extracts, and lists the contents of cabinet (CAB) files, containing multiple files.

master.inf: A template for the .inf file included in the CAB file and used by Internet Explorer when

MS-PCA 2615159

unpacking libraries.

5. Sample Code Files

The following sample folders are located in the \samples directory:

AWT

Debugger

DirectX

Scripting

JExegen

JView

Native

Native com

Native_raw

Script Debugger

Version

6. DirectX File

The following file is required for redistribution if developer intend to use beta version of DirectX class library extensions, it is located in SDK \DirectX2\direct directory:

Direct.dll

7. General Redistribution Information

Version Checking of Redistributable Files

Because other applications may redistribute earlier or later versions of the same files as redistributed with your application, it is important that you install newer versions of the files on top of older versions on your user's system, but not older versions on top of new versions. Typically, version checking is the responsibility of your setup program. If you do not have a setup program for your main application, then you must accomplish the version checking manually when installing the redistributable files on your user's system.

The programmatic technique for version checking varies, depending on which category of file you are redistributing. In each of the following sections, the version checking technique is described for each category of files. Briefly, the version checking techniques are as follows:

For the DLLs, use the standard version checking APIs available as a standard part of the Win32 API. The Win32 version checking APIs are beyond the scope of this article. For the Class library files, see sample Version, SDK has provided ClassR.exe in the \MsJavaVm directory for version checking as well.

MS-PCA 2615160

© 1996, 1997 Microsoft Corporation. All rights reserved.

Other product and company names herein may be the trademarks of their respective owners.

MS-PCA 2615161