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Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 04:38:23 GMT

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Thanks chuck, yeah that one file seems to popup ever few computers or so. Ill have to include it from now on.

If you would just put the file in the folder next to my exe or in Windows\System32 and then any/all programs can find it.

Once you pick a spot it should work fine but if not then it will have to be registered like so:

Example:

Start ~ Run ~ Cmd ~ Regsvr32 c:\windows\system32\MSWINSCK.OCX

Link to all files I use in PCA:

<http://www.oblivioninteractive.com/files/PCA%20files.zip>

You can put all of them safely in your system32 folder, they are not used unless a program calls for them.

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