

Registering COM plugins

This page describes the procedure for registering COM plugins.

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Overview

COM [plugins](#) must be registered on a system by running, on an administrative command prompt, one of the following two commands. The first command is to register a 32-bit plugin for 32-bit programs, the second command is to register a 64-bit plugin for 64-bit programs. Plugins compiled as "Any CPU" need to be registered for the same platform (32-bit, 64-bit or both) as the program GUI.

```
c:\windows\Microsoft.NET\Framework\v4.0.30319\regasm /codebase /tlb /verbose plugin.dll

or

c:\windows\Microsoft.NET\Framework64\v4.0.30319\regasm /codebase /tlb /verbose plugin.dll
```

where:

- *plugin.dll* is the name of the plugin DLL file

The `/codebase` option may be omitted unless the plugin was created with a strong name. Details on strong names are available at [CLR Inside Out: Using Strong Name Signatures](#). A warning message will be generated when the `/codebase` option is used to register a plugin which does not have a strong name. Since the plugin will still function properly, this warning may be ignored.