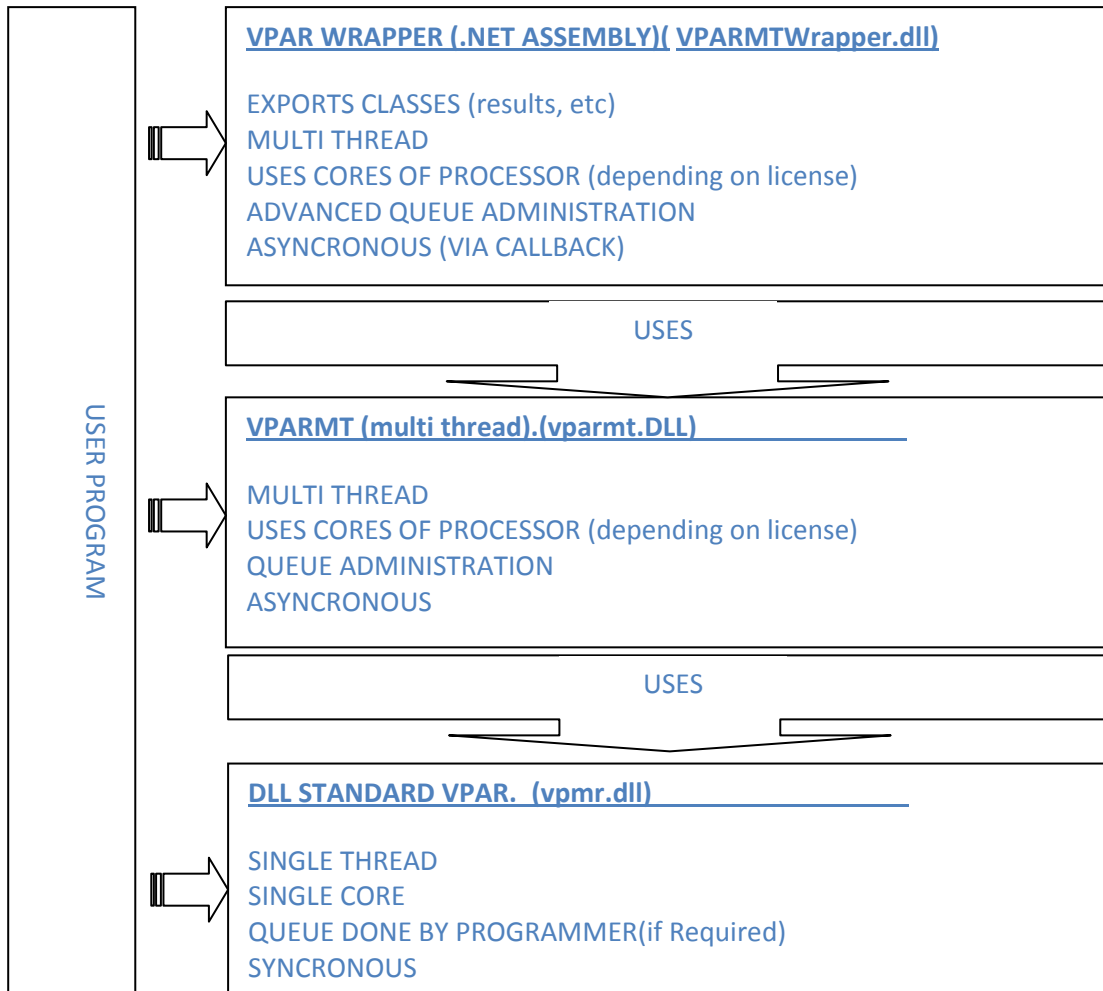


VPAR ARCHITECTURE



User program can use **ONE** of the layers provided by NeuralLabs.

SCENARIOS

USING MICROSOFT compilers

Copy "COMMON" dlls to your system32 folder.

Copy all dlls from *MICROSOFT* folder to your system32 folder

USING BORLAND Compilers

USING VPMR.DLL:

VPAR ARCHITECTURE

- copy *COMMON* dlls to your system32 folder
- copy *BORLAND* DLLs to system32 folder

USING VPARMT:

- copy *COMMON* dlls to your system32 folder
- Copy VPMR.DLL from *MICROSOFT* folder to your system32 folder (!!)
- Copy VPARMT.dll from *BORLAND* folder to your system32 folder

USING VPARMTWrapper.dll : (it's not possible to use this net assembly from Borland compilers)

Note: In 64 Bits systems SYSWOW64 must be used instead of SYSTEM32