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## Entry Point Not Found In Kernel32 Dll

... for the problem "The default procedure entry point, dll directories cannot be dynamically located...## # Cause 1: The KERNEL32.dll file is corrupted or missing. .. Virus attacks, power outages, and disk write errors can cause files to be missing or corrupted. , be corrupted or incorrectly installed If this is ... # Cause 3: The KERNEL32.dll file is not compatible with the version of Windows NT installed on your computer... The KERNEL32.dll file may not work with the program you are trying to run. this is... # reason 4: The KERNEL32.dll file is missing from your computer...

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What is this error and how can I fix this. I don't know how to install game? A: I'm not quite sure what you mean by get rid of the entry point, but removing it shouldn't be a big problem if you use the right command line: REGEDIT4

```
[HKEY_LOCAL_MACHINE\Software\Microsoft\Windows\CurrentVersion\Run] "MyApp"=""C:\Program Files (x86)\MyApp\MyApp.exe" -entry" "MyApp.exe"=""C:\Program Files (x86)\MyApp\MyApp.exe""
```

Save as "Run" and reboot. Warning: You'll have to figure out what the right path is for your program, so feel free to ask around on the internet. If it doesn't work, one other possibility might be to use regedit to create a new key, with this value: "MyApp"="C:\Program Files (x86)\MyApp\MyApp.exe -entry" and then copy the "App Path" value of the old "Run" key into the new "App Path" field, replacing the old "App Path" value. It's quite the answer, but it's a start. Another answer, one that I don't see much talked about, is to use another language altogether. Or to use yet another language to which the host language has an equivalent. Java has something called Java Native Interface (JNI). The Java VM provides a native machine code interface to a portion of the runtime. It's not actually a language, but it allows you to call into native code (which is machine code written in a language) from within Java. I've used this quite a bit for things like interacting with OpenGL and Direct3D or dealing with network and file system operations (although I don't have an example of that handy). There are all sorts of useful things you can do with JNI. Another language that can be used in this way is ActionScript, a language that (spoilers for the final book in the series) is still being developed by Adobe. It's a language that many people think is a lot like Java, and yet it's targeted at a different audience and has a few features that Java doesn't have. c6a93da74d

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