

12. Registry class

Introduction

Manipulate the windows registry.

Constructor

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| Registry | path: string | Create an object of type Registry |
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Global objects

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| Registry.HKEY_LOCAL_MACHINE | Tree Key LOCAL_MACHINE |
| Registry.HKEY_CURRENT_USER | Tree CURRENT_USER key |
| Registry.HKEY_USERS | Tree Key USERS |
| Registry.HKEY_CLASSES_ROOT | Tree Key CLASSES_ROOT |
| Registry.HKEY_LOCAL_MACHINE32 | Tree LOCAL_MACHINE 32-bit keys |
| Registry.HKEY_CURRENT_USER32 | Tree CURRENT_USER key 32bit |
| Registry.HKEY_USERS32 | Tree 32bit key USERS |
| Registry.HKEY_CLASSES_ROOT32 | Tree CLASSES_ROOT 32-bit keys |

Methods

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| openKey | path: string returns Registry | Opens a registry subkey. |
| createKey | path: string returns Registry | Creates a registry subkey. |

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| getValue | entryName: string Object returns | Reads registry value. |
| setValue | entryName: string value: Object type: string | Updates a registry value. Type (optional) can be: - REG_SZ - REG_EXPAND_SZ - REG_BINARY - REG_DWORD - REG_MULTI_SZ |

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