

Registry

Windows programming

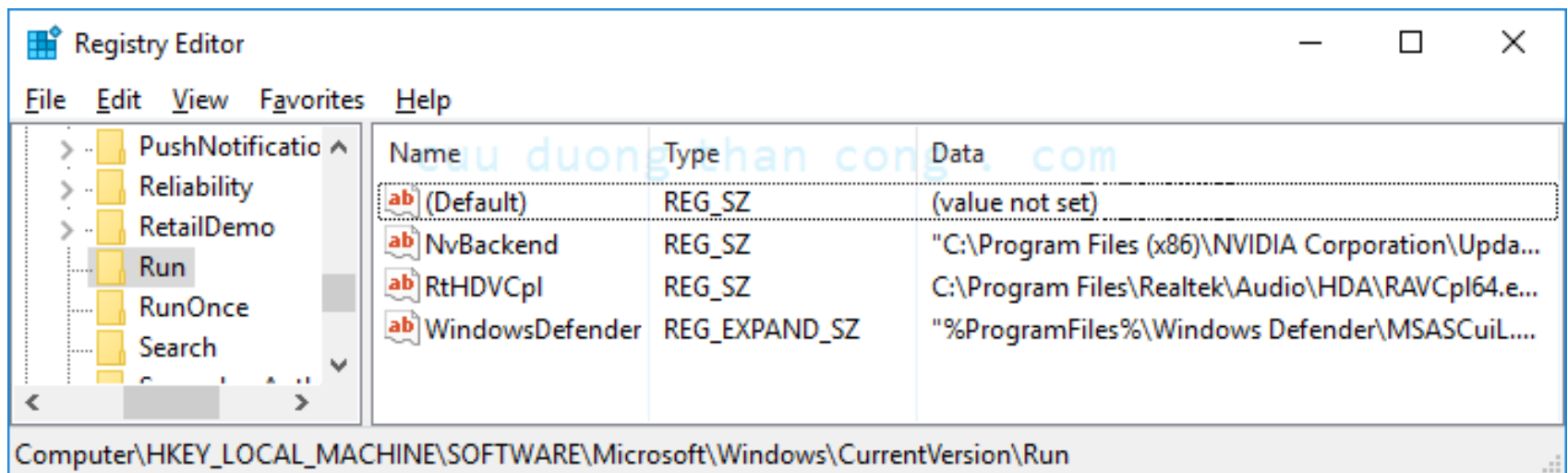
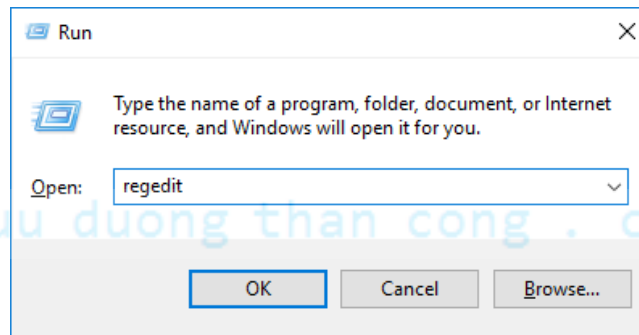
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In this talk

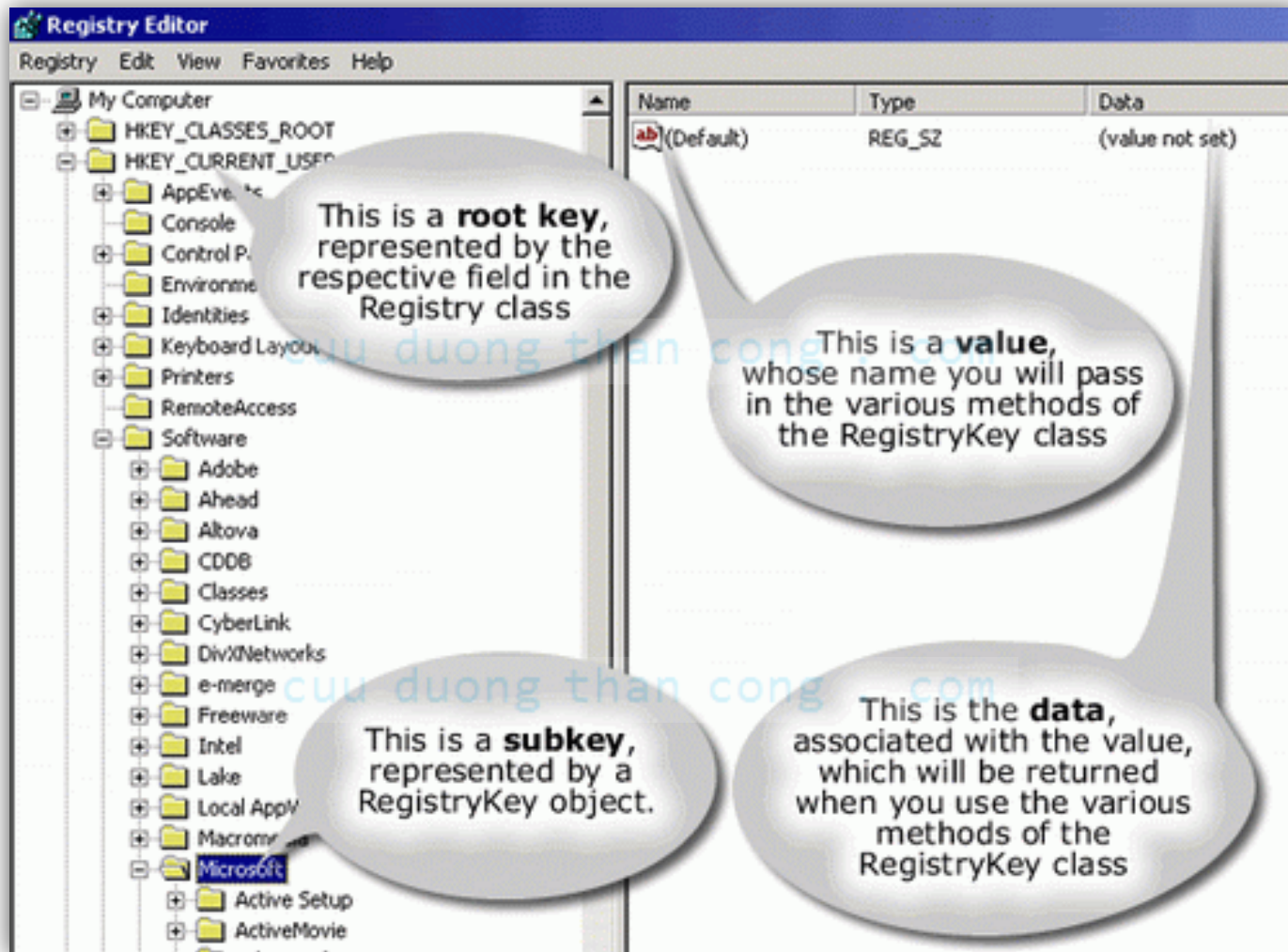
- ❑ What is registry?
- ❑ Working with registry
 - Open, Edit, Close
 - Delete Key, Delete SubTree
 - CreateKey
 - QueryKeyValue

What is registry?

❑ System-defined database



Overview

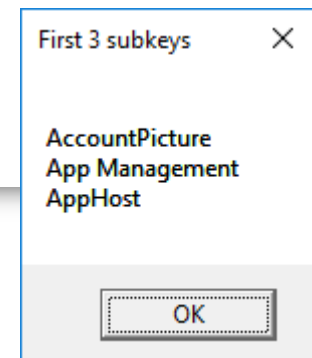


Open a key

```
HKEY hKeyTest;  
  
if (RegOpenKeyEx(HKEY_LOCAL_MACHINE,  
    L"SOFTWARE\\Microsoft\\Windows\\CurrentVersion",  
    0, KEY_READ, &hKeyTest) == ERROR_SUCCESS)  
{  
    GetSubKeys(hKeyTest);  
}  
  
RegCloseKey(hKeyTest);
```

Enum keys

```
// Lấy ra 3 subkey đầu tiên
buffer[0] = '\\0';
for (int i = 0; i < 3; i++) {
    WCHAR keyName[256];
    DWORD cbName = 256;
    RegEnumKeyEx(hKey, i, keyName, &cbName, 0, 0, 0, 0);
    StrCat(buffer, keyName);
    StrCat(buffer, L"\n");
}
MessageBox(0, buffer, L"First 3 subkeys", 0);
```



Get a value

```
HKEY hKey;
if (RegOpenKeyEx(HKEY_LOCAL_MACHINE,
    L"SOFTWARE\\Microsoft\\Windows\\CurrentVersion",
    0, KEY_READ, &hKey) == ERROR_SUCCESS) {

    WCHAR buffer[1024];
    DWORD len = sizeof(buffer);
    DWORD type = REG_SZ;
    RegQueryValueEx(hKey, L"SM_GamesName", 0, NULL, (LPBYTE) buffer, &len);
    MessageBox(0, buffer, L"Value", MB_OK);
}

RegCloseKey(hKey);
```

Set a value

❑ RegSetValueEx

- KEY_WRITE hoặc KEY_ALL_ACCESS

```
HKEY hKey;
if (RegOpenKeyEx(HKEY_LOCAL_MACHINE,
    L"SOFTWARE\\Microsoft\\Windows\\CurrentVersion",
    0, KEY_ALL_ACCESS | KEY_WOW64_64KEY, &hKey) == ERROR_SUCCESS) {
    LPCWSTR buffer = L"Test";
    RegSetValueEx(hKey, L"SM_GamesName", 0, REG_SZ, (LPBYTE) buffer,
        (wcslen(buffer) + 1) * sizeof (WCHAR));
    MessageBox(0, L"Set value successfully", L"Success", MB_OK);
}

RegCloseKey(hKey);
```