

## Help on CD engine for experts.

This help is for **experienced users** who understand Windows well. In case you are not sure what is this document about or how to apply described settings, do not try to do anything described here. These settings can have negative impact on the engine!

Parameters available in some operating systems only are indicated properly. Changing these settings in other operating systems has no effect. If an operating system is indicated in an option, the option is of course available in newer versions of that system.

### Command line parameters

When starting the CD engine, several command line parameters can be given. The parameters are described in this section. Parts in angle brackets can be replaced with any text - they indicate names, for example. Text in italics indicated parameters that can not be changed from the engine's user interface.

**/DESKTOP:<desktop name>**

[Windows NT] *Engine will not run on the current desktop but on the desktop with given name.*

**/NOSPLASH**

*Splash screen will not be shown during startup.*

**/CLEAN**

*The program will delete all registry entries it has created.*

### Registry keys and values

Configuration of the CD engine is stored in the Windows registry. In this section all the registry keys and values are described. If the same option is given in the registry and on the command line, the command line option has precedence. Text in italics indicated parameters that can not be changed from the engine's user interface.

Logical values are stored as DWORD's: zero value means false, non-zero value means true.

**key HKCU\Hobit\GameStar\2.0**

**subkey Graphics**

**Animations**

**REG\_DWORD**

Same effect as checkbox Options | Preferences... | Graphics | Play animations.

**Lazy delete timeout**

**REG\_DWORD**

*Time in milliseconds to wait before deleting a picture which after it is no longer used.*

**subkey Internet**

**Links in text**

**REG\_DWORD**

Same effect as checkbox Options | Preferences... | Internet | Show internet links in text.

**subkey Music**

**Hide toolbar in background**

**REG\_DWORD**

Same effect as checkbox Options | Preferences... | Music | Hide Music control on deactivation.

**Music**

**REG\_DWORD**

Same effect as checkbox Options | Preferences... | Music | Play music.

**Pause in background** **REG\_DWORD**

Same effect as checkbox Options | Preferences... | Music | Pause music on deactivation.

**Random order** **REG\_DWORD**

Same effect as checkbox Options | Preferences... | Music | Play music tracks in random order.

**Toolbar alpha channel** **REG\_DWORD**

[Windows 2000] *Transparency alpha channel (0 to 255) of the window Music control.*

### **subkey Shell**

**Desktop** **REG\_SZ**

[Windows NT] *Engine will not run on the current desktop but on the desktop with given name.*

### **subkey Slideshow**

**Automatic** **REG\_DWORD**

Same effect as checkbox Options | Preferences... | Slideshow | Automatically advance.

**Hide toolbar timeout** **REG\_DWORD**

*Time in milliseconds before the toolbar is hidden when mouse cursor leaves it.*

**No WM\_KILLFOCUS** **REG\_DWORD**

*Slideshow will not end when the fullscreen slideshow window loses focus.*

**Show toolbar height** **REG\_DWORD**

*Height of a rectangle at the top of the screen: if mouse cursor enters the rectangle, the toolbar is shown.*

**Slice** **REG\_DWORD**

*Number of milliseconds to wait before advancing to the next picture.*

**Timer alpha channel** **REG\_DWORD**

[Windows 2000] *Transparency alpha channel (0 to 255) of the timer window.*

**Toolbar alpha channel** **REG\_DWORD**

[Windows 2000] *Transparency alpha channel (0 to 255) of the toolbar.*

**Wait** **REG\_DWORD**

Same effect as slider Options | Preferences... | Slideshow | Wait between slides.

### **subkey Sound**

**Effects** **REG\_DWORD**

Same effects as checkbox Options | Preferences... | Sound | Play sound effects.

### **subkey Splash screen**

**Bar step** **REG\_DWORD**

*Number of pixels to move the animated bar every time a timer is received.*

**Bar timer** **REG\_DWORD**

*Number of milliseconds to wait before the bar is animated. Value 0 means that the bar will not animate.*

**Do not show** **REG\_DWORD**

*Splash screen will not be shown during startup.*

### **subkey Threads**

**Wait to end** **REG\_DWORD**

*Number of milliseconds to wait for a thread to end.*

### **subkey Video**

**Poll frequency** **REG\_DWORD**

*Number of milliseconds to wait between polling video position.*

### **subkey Windows**

**Mouse leave timeout** **REG\_DWORD**

*[Windows 95] Number of milliseconds to wait before invalidating window after mouse cursor leaves it.*

**Mouse repeat** **REG\_DWORD**

*Number of milliseconds to wait between sending a mouse-down event when holding a button down.*

**Mouse repeat start** **REG\_DWORD**

*Number of milliseconds to wait before starting to generate mouse-down events while holding a button down.*

### **key HKLM\Hobit\GameStar\2.0**

#### **subkey Run analysis**

**Count** **REG\_DWORD**

*Number of times this CD engine has been run on the computer.*

**First** **REG\_BINARY**

*Date of the first run of this CD engine.*

**Last** **REG\_BINARY**

*Date of the last run of this CD engine.*