

CURRENTCONTROLSET\CONTROL SUBKEYS ENTRIES ===== This key contains parameters that control system startup, such as subsystems to load, the size and location of paging files, and so on. NOTE: The system must be restarted for any changes in the Control key to take effect. SETUP CONTROL ENTRIES ===== Default: For an x86-based computer: keyboard=STANDARD pointer=msser video=VGA The Setup subkey contains various information used by Windows NT Setup, under this Registry path: HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\Setup The values are REG\_SZ strings that are meaningful only to Setup, and which should be maintained by the system. TimeZoneInformation Control Entries ----- Values in the TimeZoneInformation key should be maintained only by choosing the Date/Time icon in Control Panel or by applications using the Win32 APIs. Changing this information in the Registry can damage your system's local time settings. The information is stored in the following Registry path. HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\TimeZoneInformation ActiveTimeBias REG\_DWORD ----- Default: 0x1a4 For example, for the Pacific Time Zone, the value of ActiveTimeBias should change from 1e0 to 1a4 on the first Sunday in April. Bias REG\_DWORD ----- Default: 0x1e0 DaylightBias REG\_DWORD ----- Default: 0xfffffc4 DaylightName REG\_SZ ----- Default: (user selection) DaylightStart REG\_BINARY ----- StandardBias REG\_DWORD ----- StandardName REG\_SZ ----- Default: (user selection) StandardStart REG\_BINARY -----

VirtualDeviceDrivers Control Entries ----- The VirtualDeviceDriver key contains a list of Win32 DLLs that serve as virtual device drivers (VDD). Each VDD entry results in loading that VDD when a virtual MS-DOS machine (VDM) is being created for running an application created for MS-DOS or 16-bit versions of Microsoft Windows. This is the Registry path: HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\VirtualDeviceDrivers VDD REG\_MULTI\_SZ Filenames ----- Default: None-the Windows NT VDDs are built into the system. Specifies valid Win32 DLLs that are virtual device drivers. Windows Startup Control Entries ----- This key contains entries that define the system directories for the Win32 subsystem (32-bit Windows) under this path: HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\Windows Directory REG\_EXPAND\_SZ Directory name ----- Default: %SystemRoot% Defines the directory for Windows NT. SystemDirectory REG\_EXPAND\_SZ Directory name ----- Default: %SystemRoot%\system32 Defines the directory for the Windows NT system files. The Registry entries for starting the Win32 subsystem are defined under the Required and Windows value entries in the Session Manager\Subsystem key, as described in the article "CurrentControlSet Part 2: Session Manager." WOW Startup Control Entries ----- The following values control startup parameters that affect MS DOS-based applications and applications created for 16-bit Windows 3.1. The Registry path for these values is the following: HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\WOW Cmdline REG\_EXPAND\_SZ Path and switches ----- Defines the command line that runs when an MS-DOS-based application runs under Windows NT. This command line continues to run until the related application is closed. The following switches can be included: Switch Meaning ----- -a Specifies a command to pass to the VDM -f Specifies the directory to find NTVDM.EXE -m Hides the VDM console window -w Specifies the WOW VDN Default: %SystemRoot%\system32\ntvdm -f%SystemRoot%\system32 -a KnownDLLs REG\_SZ DLL filenames ----- Default: shell.dll comdlg.dll mmsystem.dll olecli.dll olesvr.dll ddeml.dll win87em.dll toolhelp.dll lanman.drv netapi.dll pmspl.dll wowdeb.exe Defines a list of known DLLs for use by the WOW VDM that provide compatibility for non-Win32 applications. When the system searches for DLLs to load, it compares the requested DLL with those in the KnownDLLs list and then loads the matching DLL from the SystemRoot\SYSTEM32 directory. If you want to replace a DLL, you must delete the name from this list, so that the system will search elsewhere for the DLL. The files USER.DLL, GDI.DLL, and SYSTEM.DRV are not included in this list, because these are required Windows NT system files and their location cannot be changed. LPT\_timeout REG\_SZ Number of seconds ----- Default: 15 Defines how many seconds after the LPT port has been used that Windows NT waits before grabbing the port, closing it, and flushing the output. This value should only be needed for MS-DOS-based applications that use BIOS and do not close the port. Size REG\_SZ Number in megabytes ----- Default: 0 Defines the amount of memory to be given to each individual MS-DOS VDM. The default of 0 gives the VDM as much memory as Windows NT determines is necessary, depending upon the memory configuration. To change this value, change the related value in the PIF file for the application. Wowcmdline REG\_EXPAND\_SZ Path and switches ----- Default: %SystemRoot%\system32\ntvdm -m -w -f%SystemRoot%\system32 -a %SystemRoot%\system32\krnl386 Defines the command line that runs when a 16-bit Windows-based application is started. The switches instruct Windows NT to start either an MS-DOS VDM or a WOW VDM. See the definitions for allowable switches under Cmdline. Wowsize REG\_SZ Up to 16 megabytes ----- Default: Depends on RISC-based computer's system memory For RISC-based computers, defines the amount of memory provided in a VDM when a WOW session is started. This value is not used on x86-based computers, where Windows NT allocates the memory needed when it is asked for. The default size chosen for a RISC-based computer depends on the amount of system memory on the computer. For each MB specified, the system uses 1.25 MB, so setting Wowsize to 4 MB causes the VDM to allocate 5 MB, although applications can only use 4 MB. You can override the following defaults: System memory size Default VDM size ----- Less than 12 MB (small) 3 MB 12-16 MB (medium) 6 MB More than 16 MB (large) 8 MB CAUTION: Setting Wowsize to a value lower than 3 MB causes most applications to fail.