

An introduction to the TPx_RegMgr

TPx_RegMgr was developed for TrainPlayer by Alan Conover <alanwcm@gmail.com>. The purpose of this program was to enable us to quickly access the TrainPlayer Settings folder within the Windows Registry to check the current values of the numerous keys used for setting up and running the program.

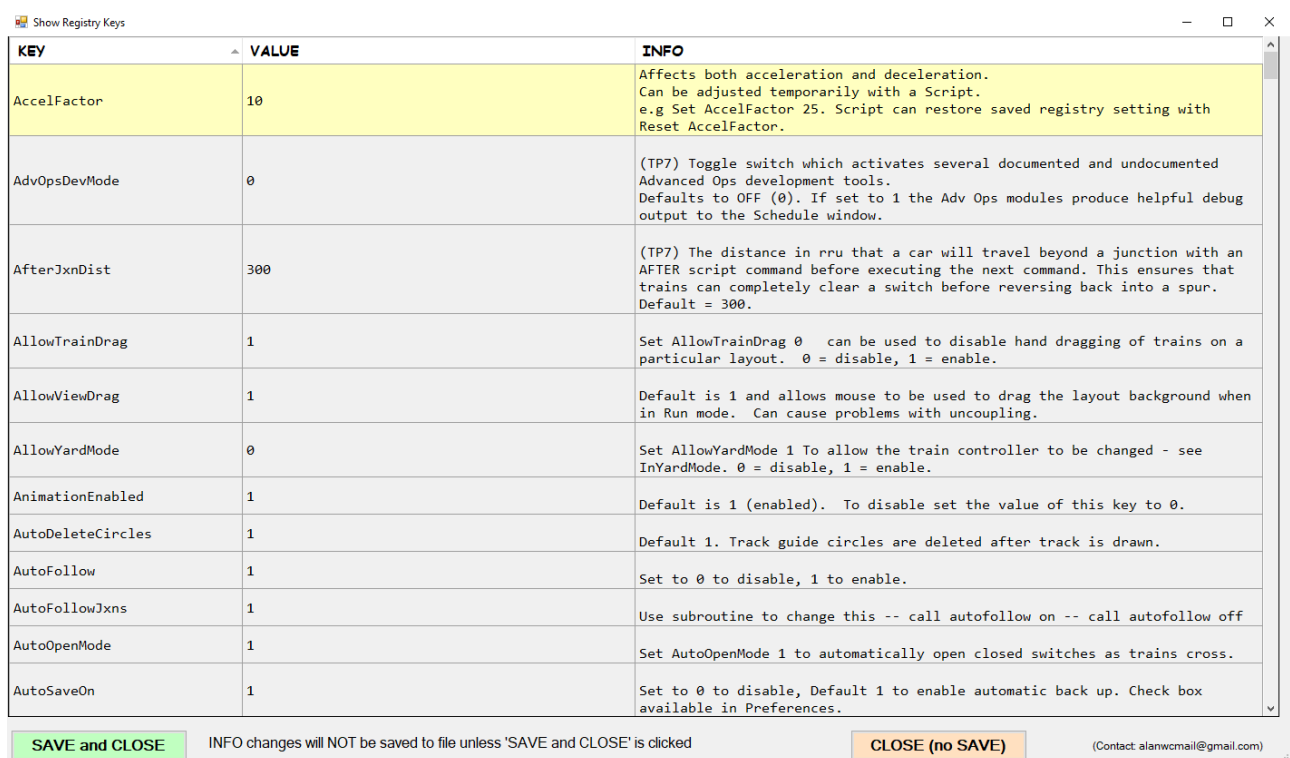
In addition to accessing and displaying the TrainPlayer settings from the Registry, TPx_RegMgr also maintains a small database which provides a little background information to explain the purpose of many of these Registry Keys. The database is editable from within TPx_RegMgr to enable you to maintain your own notes regarding the use of the individual keys.

TPx_RegMgr also provides a safe way to modify your TrainPlayer Settings in the Windows Registry without ever needing to open the Windows RegEdit program.

Although this program was intended for internal use within TrainPlayer, we recognize that it is also likely to be useful to users involved in writing Scripts or devising Ops scenarios. TPx_RegMgr is not recommended for users who have never needed to use RegEdit to read or modify their TrainPlayer Settings data. For those who have, this program provides a faster, safer and easier way to do this.

The program is supplied as a zipped up folder. Once the folder is extracted from the zip you can place it in any convenient place on your computer. Then to start the program you only need to double click on TPx_RegMgr.exe within the folder of the same name. You may wish to set up a desktop shortcut to the program in the usual way.

Once you open TPx_RegMgr this is what you will see:



The screenshot shows the TPx_RegMgr application window titled "Show Registry Keys". It contains a table with three columns: KEY, VALUE, and INFO. The table lists various registry keys and their current values, along with descriptive information for each. At the bottom of the window, there are three buttons: "SAVE and CLOSE" (green), "CLOSE (no SAVE)" (orange), and a contact email address "(Contact: alanwcm@gmail.com)". A status bar at the bottom indicates that "INFO changes will NOT be saved to file unless 'SAVE and CLOSE' is clicked".

KEY	VALUE	INFO
AccelFactor	10	Affects both acceleration and deceleration. Can be adjusted temporarily with a Script. e.g Set AccelFactor 25. Script can restore saved registry setting with Reset AccelFactor.
AdvOpsDevMode	0	(TP7) Toggle switch which activates several documented and undocumented Advanced Ops development tools. Defaults to OFF (0). If set to 1 the Adv Ops modules produce helpful debug output to the Schedule window.
AfterJxnDist	300	(TP7) The distance in rru that a car will travel beyond a junction with an AFTER script command before executing the next command. This ensures that trains can completely clear a switch before reversing back into a spur. Default = 300.
AllowTrainDrag	1	Set AllowTrainDrag 0 can be used to disable hand dragging of trains on a particular layout. 0 = disable, 1 = enable.
AllowViewDrag	1	Default is 1 and allows mouse to be used to drag the layout background when in Run mode. Can cause problems with uncoupling.
AllowYardMode	0	Set AllowYardMode 1 To allow the train controller to be changed - see InYardMode. 0 = disable, 1 = enable.
AnimationEnabled	1	Default is 1 (enabled). To disable set the value of this key to 0.
AutoDeleteCircles	1	Default 1. Track guide circles are deleted after track is drawn.
AutoFollow	1	Set to 0 to disable, 1 to enable.
AutoFollowJxns	1	Use subroutine to change this -- call autofollow on -- call autofollow off
AutoOpenMode	1	Set AutoOpenMode 1 to automatically open closed switches as trains cross.
AutoSaveOn	1	Set to 0 to disable, Default 1 to enable automatic back up. Check box available in Preferences.

SAVE and CLOSE INFO changes will NOT be saved to file unless 'SAVE and CLOSE' is clicked CLOSE (no SAVE) (Contact: alanwcm@gmail.com)

The information in the **KEY** and **VALUE** columns has been sourced directly from the TrainPlayer Settings folder in the Registry of your own computer, while the notes in the **INFO** column come from a separate xml database file which is installed alongside the TPx_RegMgr program.

The “Show Registry Keys” Grid can be sorted on any column just by clicking the column header. It will default back to an alphabetical sort after any editing operation.

You can make use of the TPx_RegMgr program just to read and learn from the notes we have provided about the various Registry settings. You can also edit these notes for yourself. Or, if you know what you are doing, you can change the Value of an individual key within the registry without needing to open Windows RegEdit (as with RegEdit changes are made at your own risk).

If you lose track of the changes you have made to an individual Value you also have an option to delete the Key from the Registry – this is a low risk strategy because TrainPlayer will automatically rebuild any missing keys with their default values the next time it is used.

To Edit the reference data in the Info column.

The screenshot shows the 'Edit INFO' dialog box for the key 'CarLabelsExclOpsColor'. The dialog box contains a text area with the following text: 'Six hex digits representing BBGGRR converted to decimal. So Red is 0000FF or 256 decimal. Blue is FF00FF or 16711935 decimal.' Below the text area are two buttons: 'Apply Update' and 'Cancel Update'. The 'INFO' column in the registry grid shows the same text for the 'CarLabelsExclOpsColor' key. The grid also shows other keys and their values, such as 'CarLoadColor' (13172735), 'CarLoadFont' (-70,0,0,0,Arial), 'CarPanelLeftWidth' (200), 'CarPublishOutputDir' (Default=null string), and 'CarReplaceAllowed' (1).

Key	Value	Info
CarLoadColor	13172735	Six hex digits representing BBGGRR converted to decimal. So Red is 0000FF or 256 decimal. Blue is FF00FF or 16711935 decimal.
CarLoadFont	-70,0,0,0,Arial	Font used for text loads in the train window.
CarPanelLeftWidth	200	(TP7) Default value 510. Not clear which panel this key refers to. (QUERY)
CarPublishOutputDir		Default=null string. Function of this Key not yet analysed. See also PublishOutputDir.
CarReplaceAllowed	1	(TP7) Default 1. Cars can be dragged to the track from Car Inventory Bar and dropped on top of existing cars to replace them.

At the bottom of the grid, there are two buttons: 'SAVE and CLOSE' and 'CLOSE (no SAVE)'. A message bar at the bottom states: 'INFO changes will NOT be saved to file unless 'SAVE and CLOSE' is clicked'.

Right click on the cell in the INFO column that you wish to edit to highlight the row and open a separate Edit dialog. Edit the data in the dialog and click [Apply Update]. Alternatively, if you change your mind just click [Cancel Update] to abort the edit.

Once the Update is applied the Grid will be rebuilt retaining the original Sort order but with the selected row moving to the top of the display and remaining highlighted until you click a different row to make another selection.

WARNING: At this stage the Edit to the INFO column is only temporary. You must click [SAVE and CLOSE] when you have completed all your editing to apply these changes to your xml database. If you click either [CLOSE (no SAVE)] or the Windows [X] close button all your changes will be abandoned.

The screenshot shows the 'SAVE and CLOSE' button and the message bar at the bottom of the registry grid. The message bar states: 'INFO changes will NOT be saved to file unless 'SAVE and CLOSE' is clicked'.

To modify a TrainPlayer Value Setting in your Windows Registry (Experts only please).

Show Registry Keys

KEY	VALUE	INFO
CarLabelsExclOpsColor	12632256	Six hex digits representing BBGGRR converted to decimal. So Red is 0000FF or 256 decimal. Blue is FF00FF or 16711935 decimal.
CarLoadColor	13172735	Six hex digits representing BBGGRR converted to decimal. So Red is 0000FF or 256 decimal. Blue is FF00FF or 16711935 decimal.
CarLoadFont	-70,0,0,0,Arial	Font used for text loads in the train window.
CarPanelLeftWidth	200	(TP7) Default value 510. Not clear which panel this key refers to. (QUERY)
CarPublishOutputDir		Default=null string. Function of this Key not yet analysed. See also PublishOutputDir.
CarReplaceAllowed	1	(TP7) Default 1. Cars can be dragged to the track from Car Inventory Bar and dropped on top of existing cars to replace them.
CarReplaceMode	0	(TP7) Default 0. Requires matching first character AAR to permit car replacement.
CarReplaceOverAar	1	(TP7) Default 1. Replaced car assumes AAR code of original overwritten car.
CarsWindInFront	0	(TP7) Default 1. Car Inventory Bar opens on top of other open Windows.
CarTopImages	1	If this is set to 0 then car tops are displayed in a solid color defined by ClrCarFill.
CarXDurationSecs	5	Number of seconds the X marker remains on the car top after selection.
CDRootDir		It is null string. Can be used to set path when program data is held on CD.
CheckForUpdates	1	Default 1, checks for updates on program start up. Can be set from within the Preference Tab.
ChooserRect		Default is null string. Not clear what data is valid here.

SAVE and CLOSE INFO changes will NOT be saved to file unless 'SAVE and CLOSE' is clicked
 CLOSE (no SAVE) (Contact: alanwcm@gmail.com)

Right click in either the Key or Value cell of the row you wish to modify to access a context menu.

To update a Registry Value – Select the option to “Change Value in TP Registry”.

Enter new VALUE in TP Registry

Change the VALUE for TP Registry KEY: 'CarXDurationSecs'
(ValueKind = 'DWORD' - this cannot be changed)

Current VALUE for CarXDurationSecs

5

Enter new VALUE for CarXDurationSecs

9

OK CANCEL

The Context Menu opens a separate dialog to modify the stored Value of the selected Registry Key.

Enter the new value for the selected Registry Key in the bottom panel and click OK.

These changes will be applied immediately to the TrainPlayer Settings folder in your Windows Registry

The Registry Keys Grid will be rebuilt retaining the Sort order but with the selected row moving to the top of the display and remaining highlighted.

Note: As an alternative to Changing the Value of a Registry Key, you can also choose to Delete the Key from the Registry – there is no risk to this because the missing key will be automatically rebuilt and reset to its Default Value the next time that TrainPlayer is used.

We are indebted to Alan Conover for making this program available to us all. Thank you Alan.

RF for TrainPlayer. June 2022.