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change, so as to keep the phosphors irradiated. **2.** To recharge dynamic random access memory chips (DRAMs) so that they continue to retain the information stored in them. Circuitry on the memory board automatically performs this function. *See also* refresh cycle.

refreshable \rə-fresh'ə-bl\ *adj.* In programming, referring to a program module capable of being replaced in memory without affecting processing of the program or the information being used by the program.

refresh cycle \rə-fresh' sī-kl\ *n.* The process in which controller circuitry provides repeated electric pulses to dynamic random access memory chips in order to renew the stored electric charges in those locations that contain binary 1. Each pulse is one refresh cycle. Without constant refreshing, dynamic semiconductor RAM loses any information stored in it—as it does when the computer is turned off or when the power fails. *See also* dynamic RAM, static RAM.

refresh rate \rə-fresh' rāt\ *n.* In reference to video hardware, the frequency with which the entire screen is redrawn to maintain a constant, flicker-free image. On TV screens and raster-scan monitors, the electron beam that lights the phosphor coating on the inner surface of the screen typically refreshes the entire image area at a rate of about 60 hertz, or 60 times per second. (Interlaced monitors, which redraw alternate lines during each sweep of the electron beam, actually refresh any particular line only 30 times per second. Because odd and even lines are refreshed on successive sweeps, however, the effective refresh rate is 60 times per second.)

REGEDIT \rej'ed'it\ *n.* *See* Registry Editor.

regenerate \rē-jen'ər-āt\ *vb.* *See* rewrite.

regeneration buffer \rē-jen-ər-ā'shən buf'ər\ *n.* *See* video buffer.

regenerator \rē-jen'ər-ā'tər\ *n.* *See* repeater.

region \rē'jən\ *n.* **1.** An area dedicated to or reserved for a particular purpose. **2.** In video programming, a contiguous group of pixels that are treated as a unit. On the Apple Macintosh, for example, a region is an area in a grafPort that can be defined and manipulated as an entity. The vis-

ible working area within a window is an example of a region. *See also* grafPort.

region fill \rē'jən fil'\ *n.* In computer graphics, the technique of filling a defined region on the screen with a selected color, pattern, or other attribute. *See also* region.

register \rej'i-stər'\ *n.* A set of bits of high-speed memory within a microprocessor or other electronic device, used to hold data for a particular purpose. Each register in a central processing unit is referred to in assembly language programs by a name such as *AX* (the register that contains the results of arithmetic operations in an Intel 80x86 processor) or *SP* (the register that contains the memory address of the top of the stack in various processors).

registration \rej'ə-strā'shən\ *n.* The process of precisely aligning elements or superimposing layers in a document or a graphic so that everything will print in the correct relative position. *See also* registration marks.

registration marks \rej-ə-strā'shən märks'\ *n.* Marks placed on a page so that in printing, the elements or layers in a document can be arranged correctly with respect to each other. Each element to be assembled contains its own registration marks; when the marks are precisely superimposed, the elements are in the correct position. *See* the illustration.



Registration marks.

Registry or **registry** \rej'is-trē'\ *n.* A central hierarchical database in Windows 95 and Windows NT used to store information necessary to configure the system for one or more users, applications, and hardware devices. The Registry contains information that Windows 95 and Windows NT continually reference during operation, such as profiles for each user, the applications installed on the computer and the types of documents each can create, property sheet settings for folders and application icons, what hardware exists on the system, and which ports are being used. The Registry