Paragon   *(/)*   🔍

paragon.idle

Use the paragon.idle API to detect when the machine's idle state changes.

Summary

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Methods

queryState

Returns "locked" if the system is locked, "idle" if the user has not generated any input for a specified number of seconds, or "active" otherwise.

```
paragon.idle.queryState(integer detectionIntervalInSeconds, function callback)
```

Parameters		
integer	detectionIntervalInSeconds	The system is considered idle if detectionIntervalInSeconds seconds have elapsed since the last user input detected.
function	callback	The *callback* parameter should be a function that looks like this: ```function(enum of "active", "idle", or "locked" newState) {...};``` | enum of "active", "idle", or "locked"	newState		

setDetectionInterval

Sets the interval, in seconds, used to determine when the system is in an idle state for stateChanged events. The default interval is 10 seconds.

```
paragon.idle.setDetectionInterval(integer intervalInSeconds, function callback)
```

Parameters		
integer	intervalInSeconds	Threshold, in seconds, used to determine when the system is in an idle state.
function	callback	The *callback* parameter should be a function that looks like this: ```function() {...};```

Events

stateChanged

Fired when the system changes to an active, idle or locked state. The event fires with "locked" if the screen is locked or the screensaver activates, "idle" if the system is unlocked and the user has not generated any input for a specified number of seconds, and "active" when the user generates input on an idle system.

addListener

```
paragon.idle.stateChanged.addListener(function callback)
```

Parameters		
function	callback	The *callback* parameter should be a function that looks like this: `function() {...};`