

paragon.system

Use the paragon.system API to query system metadata.

Summary

Methods
getCpuInfo
getMemoryInfo
getScreenInfo
Events
onDisplaySettingsChanged

Methods

getCpuInfo

Gets the CPU Information.

```
paragon.system.getCpuInfo(function callback)
```

Parameters

function	callback	Returns the cpu information. The <i>callback</i> parameter should be a function that looks like this: <div><pre>function(object cpuInfo) {...};</pre></div>																
	object	cpuInfo	<table><tr><td>string</td><td>architecture</td><td>Processor architecture.</td></tr><tr><td>string</td><td>cpuName</td><td>Processor Identifier.</td></tr><tr><td>double</td><td>cpuUsage</td><td></td></tr><tr><td>string</td><td>platform</td><td>Platform of the processor build</td></tr><tr><td>integer</td><td>processorCount</td><td></td></tr></table>	string	architecture	Processor architecture.	string	cpuName	Processor Identifier.	double	cpuUsage		string	platform	Platform of the processor build	integer	processorCount	
string	architecture	Processor architecture.																
string	cpuName	Processor Identifier.																
double	cpuUsage																	
string	platform	Platform of the processor build																
integer	processorCount																	

getMemoryInfo

Gets the memory information.

```
paragon.system.getMemoryInfo(function callback)
```

Parameters

function	callback	Returns the performance information. The <i>callback</i> parameter should be a function that looks like this: <div><pre>function(object memoryInfo) {...};</pre></div>																																																
		object	memoryInfo	<table><tr><td>long</td><td>commitTotalPages</td><td></td></tr><tr><td>long</td><td>commitLimitPages</td><td></td></tr><tr><td>long</td><td>commitPeakPages</td><td></td></tr><tr><td>long</td><td>physicalTotalBytes</td><td></td></tr><tr><td>long</td><td>physicalAvailableBytes</td><td></td></tr><tr><td>long</td><td>physicalUsedBytes</td><td></td></tr><tr><td>long</td><td>systemCacheBytes</td><td></td></tr><tr><td>long</td><td>kernelTotalBytes</td><td></td></tr><tr><td>long</td><td>kernelPagedBytes</td><td></td></tr><tr><td>long</td><td>kernelNonPagedBytes</td><td></td></tr><tr><td>long</td><td>pageSizeBytes</td><td></td></tr><tr><td>double</td><td>memoryUsage</td><td></td></tr><tr><td>integer</td><td>handlesCount</td><td></td></tr><tr><td>integer</td><td>processCount</td><td></td></tr><tr><td>integer</td><td>threadCount</td><td></td></tr></table>		long	commitTotalPages		long	commitLimitPages		long	commitPeakPages		long	physicalTotalBytes		long	physicalAvailableBytes		long	physicalUsedBytes		long	systemCacheBytes		long	kernelTotalBytes		long	kernelPagedBytes		long	kernelNonPagedBytes		long	pageSizeBytes		double	memoryUsage		integer	handlesCount		integer	processCount		integer	threadCount	
long	commitTotalPages																																																	
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getScreenInfo

Gets the screen information

```
paragon.system.getScreenInfo(function callback)
```

Parameters

function	callback	Returns the display settings information																
		The <i>callback</i> parameter should be a function that looks like this:																
		function(array of object infos) {...};																
		object	info															
				string	name													
				boolean	isPrimary													
				object	bounds	Information about the screen bounds.												
						<table><tr><td>integer</td><td>left</td><td></td></tr><tr><td>integer</td><td>height</td><td></td></tr><tr><td>integer</td><td>top</td><td></td></tr><tr><td>integer</td><td>width</td><td></td></tr></table>	integer	left		integer	height		integer	top		integer	width	
integer	left																	
integer	height																	
integer	top																	
integer	width																	
				object	workArea	Information about the workArea bounds												

integer	left	
integer	height	
integer	top	
integer	width	

Events

onDisplaySettingsChanged

Fired when the system display settings are changed.

addListener

```
paragon.system.onDisplaySettingsChanged.addListener(function callback)
```

Parameters

function	callback	The <i>callback</i> parameter should be a function that looks like this: <pre>function() {...};</pre>
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