GetNativeSystemInfo function

Retrieves information about the current system to an application running under WOW64. If the function is called from a 64-bit application, it is equivalent to the GetSystemInfo function.

Syntax

```
C++

void WINAPI GetNativeSystemInfo(
  _Out_ LPSYSTEM_INFO lpSystemInfo
);
```

Parameters

lpSystemInfo [out]
    A pointer to a SYSTEM_INFO structure that receives the information.

Return value

This function does not return a value.

Remarks

To determine whether a Win32-based application is running under WOW64, call the IsWow64Process function.

To compile an application that uses this function, define _WIN32_WINNT as 0x0501 or later. For more information, see Using the Windows Headers.

Examples

For an example, see Getting the System Version.

Requirements

Minimum supported client	Windows XP [desktop apps | Windows Store apps]
Minimum supported server	Windows Server 2003 [desktop apps | Windows Store apps]

Minimum supported phone	Windows Phone 8
Header	Winbase.h (include Windows.h)
Library	Kernel32.lib
DLL	Kernel32.dll

See also

IsWow64Process
System Information Functions
SYSTEM_INFO

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