**【WINAPI】GetSystemInfo-检索有关当前系统的信息**

**一、说明**

*检索有关当前系统的信息。  
若要为在WOW64上运行的应用程序检索准确的信息，请调用 GetNativeSystemInfo函数。*

**二、头文件**

sysinfoapi.h

**三、函数原型**

void GetSystemInfo(

LPSYSTEM\_INFO lpSystemInfo

);

**四、参数**

* lpSystemInfo:指向接收信息的SYSTEM\_INFO结构的指针 。

**五、SYSTEM\_INFO结构体**

typedef struct \_SYSTEM\_INFO {

union {

DWORD dwOemId; // Obsolete field...do not use

struct {

WORD wProcessorArchitecture;

WORD wReserved;

} DUMMYSTRUCTNAME;

} DUMMYUNIONNAME;

DWORD dwPageSize;

LPVOID lpMinimumApplicationAddress;

LPVOID lpMaximumApplicationAddress;

DWORD\_PTR dwActiveProcessorMask;

DWORD dwNumberOfProcessors;

DWORD dwProcessorType;

DWORD dwAllocationGranularity;

WORD wProcessorLevel;

WORD wProcessorRevision;

} SYSTEM\_INFO, \*LPSYSTEM\_INFO;

**六、示例代码**

#include <windows.h>

#include <sysinfoapi.h>

#include <iostream>

using namespace std;

int main()

{

SYSTEM\_INFO systemInfo;

GetSystemInfo(&systemInfo);

switch (systemInfo.wProcessorArchitecture) {

case PROCESSOR\_ARCHITECTURE\_AMD64:

cout <<"cpu\_type is x86\_64";

break;

case PROCESSOR\_ARCHITECTURE\_ARM:

cout << "cpu\_type is ARM";

break;

case PROCESSOR\_ARCHITECTURE\_IA64:

break;

case PROCESSOR\_ARCHITECTURE\_INTEL:

cout << "cpu\_type is x86";

break;

case PROCESSOR\_ARCHITECTURE\_UNKNOWN:

cout << "cpu\_type is unknow";

default:

break;

}

return 0;

}

**七、参考网址**

https://docs.microsoft.com/en-us/windows/win32/api/sysinfoapi/nf-sysinfoapi-getsysteminfo

# 若要为在64位windows上运行的应用程序检索准确的信息，请调用

# GetNativeSystemInfo函数。