

SystemMonitor - README

Requirements

- .NET Framework 4.8
- Visual Studio 2019 or later
- Reference DLLs:
 - [OpenHardwareMonitorLib.dll](#)
 - [Newtonsoft.Json.dll](#)

Place the DLLs in a `lib` folder inside the project directory.

Project Structure

- `Program.cs` — App entry point
- `MainForm.cs` — Rounded widget UI and sensor display
- `SettingsForm.cs` — Toggle sensors and customize colors
- `AppConfig.cs` — Load/save JSON settings
- `Resources/` — Icons:
 - `IntelCPU.png`
 - `IntelGPU.png`
 - `GSkillRAM.png`

Configuration

A config file is auto-generated at runtime in the app directory:

```
config.json
```

Contains: - Enabled/disabled elements - Color selection (graph and text)

How to Build & Run

1. Open the solution in Visual Studio
2. Add `OpenHardwareMonitorLib.dll` and `Newtonsoft.Json.dll` to the project references (right-click → Add Reference)
3. Add icons into a `Resources` folder and embed them in the project
4. Build the solution
5. Run `SystemMonitor.exe` from `bin/Release`

Notes

- If no config exists at startup, it will be created with all widgets enabled and default colors:
- Graphs: Green

- Text: White
 - Numbers: Green
 - The window auto-sizes itself based on active items
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Built to mimic OpenHardwareMonitor's widget appearance and behavior. Fully dynamic and minimal.

Enjoy!