

**LAMPIRAN B**  
**PARAMETER DARI FUNGSI GETSYSTEMMETRICS**

Value	Description						
SM_ARRANGE	Flags specifying how the system arranged minimized windows. For more information about minimized windows, see the following Remarks section.						
SM_CLEANBOOT	<p>Value that specifies how the system was started, as shown in the following table.</p> <table data-bbox="837 494 1274 628"> <tr> <td>0</td> <td>Normal boot</td> </tr> <tr> <td>1</td> <td>Fail-safe boot</td> </tr> <tr> <td>2</td> <td>Fail-safe with network boot</td> </tr> </table> <p>Fail-safe boot (also called SafeBoot) bypasses the user's startup files.</p>	0	Normal boot	1	Fail-safe boot	2	Fail-safe with network boot
0	Normal boot						
1	Fail-safe boot						
2	Fail-safe with network boot						
SM_CMONITORS	<b>Windows NT 5.0 and later; Windows 98 and later:</b> Number of display monitors on the desktop.						
SM_CMOUSEBUTTONS	Number of buttons on mouse, or zero if no mouse is installed.						
SM_CXBORDER, SM_CYBORDER	Width and height, in pixels, of a window border. This is equivalent to the SM_CXEDGE value for windows with the 3-D look.						
SM_CXCURSOR, SM_CYCURSOR	Width and height, in pixels, of a cursor. The system cannot create cursors of other sizes.						
SM_CXDLGFRAME, SM_CYDLGFRAME	Same as SM_CXFIXEDFRAME and SM_CYFIXEDFRAME.						
SM_CXDOUBLECLK, SM_CYDOUBLECLK	Width and height, in pixels, of the rectangle around the location of a first click in a double-click sequence. The second click must occur within this rectangle for the system to consider the two clicks a double-click. (The two clicks must also occur within a specified time.)						
SM_CXDRAG, SM_CYDRAG	Width and height, in pixels, of a rectangle centered on a drag point to allow for limited movement of the mouse pointer before a drag operation begins. This allows the user to click and release the mouse button easily without unintentionally starting a drag operation.						

SM_CXEDGE, SM_CYEDGE	Dimensions, in pixels, of a 3-D border. These are the 3-D counterparts of SM_CXBORDER and SM_CYBORDER.
SM_CXFIXEDFRAME, SM_CYFIXEDFRAME	Thickness, in pixels, of the frame around the perimeter of a window that has a caption but is not sizable. SM_CXFIXEDFRAME is the width of the horizontal border and SM_CYFIXEDFRAME is the height of the vertical border. Same as SM_CXDLGFRAME and SM_CYDLGFRAME.
SM_CXFRAME, SM_CYFRAME	Same as SM_CXSIZEFRAME and SM_CYSIZEFRAME.
SM_CXFULLSCREEN, SM_CYFULLSCREEN	Width and height of the client area for a full-screen window on the primary display monitor. To get the coordinates of the portion of the screen not obscured by the system taskbar or by application desktop toolbars, call the <a href="#">SystemParametersInfo</a> function with the SPI_GETWORKAREA value.
SM_CXHSCROLL, SM_CYHSCROLL	Width, in pixels, of the arrow bitmap on a horizontal scroll bar; and height, in pixels, of a horizontal scroll bar.
SM_CXHTHUMB	Width, in pixels, of the thumb box in a horizontal scroll bar.
SM_CXICON, SM_CYICON	The default width and height, in pixels, of an icon. The <a href="#">LoadIcon</a> function can load only icons of these dimensions.
SM_CXICONSPACING, SM_CYICONSPACING	Dimensions, in pixels, of a grid cell for items in large icon view. Each item fits into a rectangle of this size when arranged. These values are always greater than or equal to SM_CXICON and SM_CYICON.
SM_CXMAXIMIZED, SM_CYMAXIMIZED	Default dimensions, in pixels, of a maximized top-level window on the primary display monitor.
SM_CXMAXTRACK, SM_CYMAXTRACK	Default maximum dimensions, in pixels, of a window that has a caption and sizing borders. This metric refers to the entire desktop. The user cannot drag the window frame to a size larger than

	these dimensions.
SM_CXMENUCHECK, SM_CYMENUCHECK	Dimensions, in pixels, of the default menu check-mark bitmap.
SM_CXMENUSIZE, SM_CYMENUSIZE	Dimensions, in pixels, of menu bar buttons, such as the child window close button used in the multiple document interface.
SM_CXMIN, SM_CYMIN	Minimum width and height, in pixels, of a window.
SM_CXMINIMIZED, SM_CYMINIMIZED	Dimensions, in pixels, of a normal minimized window.
SM_CXMINSPPACING, SM_CYMINSPPACING	Dimensions, in pixels, of a grid cell for minimized windows. Each minimized window fits into a rectangle this size when arranged. These values are always greater than or equal to SM_CXMINIMIZED and SM_CYMINIMIZED.
SM_CXMINTRACK, SM_CYMINTRACK	Minimum tracking width and height, in pixels, of a window. The user cannot drag the window frame to a size smaller than these dimensions.
SM_CXSCREEN, SM_CYSCREEN	Width and height, in pixels, of the screen of the primary display monitor. These are the same values you obtain by calling <a href="#">GetDeviceCaps(hdcPrimaryMonitor, HORZRES/VERTRES)</a> .
SM_CXSIZE, SM_CYSIZE	Width and height, in pixels, of a button in a window's caption or title bar.
SM_CXSIZEFRAME, SM_CYSIZEFRAME	Thickness, in pixels, of the sizing border around the perimeter of a window that can be resized. SM_CXSIZEFRAME is the width of the horizontal border, and SM_CYSIZEFRAME is the height of the vertical border. Same as SM_CXFRAME and SM_CYFRAME.
SM_CXSMICON, SM_CYSMICON	Recommended dimensions, in pixels, of a small icon. Small icons typically appear in window captions and in small icon view.

SM_CXSMSIZE, SM_CYSMSIZE	Dimensions, in pixels, of small caption buttons.
SM_CXVIRTUALSCREEN, SM_CYVIRTUALSCREEN	<b>Windows NT 5.0 and later; Windows 98 and later:</b> Width and height, in pixels, of the virtual screen. The virtual screen is the bounding rectangle of all display monitors. The SM_XVIRTUALSCREEN, SM_YVIRTUALSCREEN metrics are the coordinates of the top left corner of the virtual screen.
SM_CXVSCROLL, SM_CYVSCROLL	Width, in pixels, of a vertical scroll bar; and height, in pixels, of the arrow bitmap on a vertical scroll bar.
SM_CYCAPTION	Height, in pixels, of a normal caption area.
SM_CYKANJIWINDOW	For double-byte character set versions of the system, this is the height, in pixels, of the Kanji window at the bottom of the screen.
SM_CYMENU	Height, in pixels, of a single-line menu bar.
SM_CYSMCAPTION	Height, in pixels, of a small caption.
SM_CYVTHUMB	Height, in pixels, of the thumb box in a vertical scroll bar.
SM_DBCSENABLED	TRUE or nonzero if the double-byte character set (DBCS) version of USER.EXE is installed; FALSE or zero otherwise.
SM_DEBUG	TRUE or nonzero if the debugging version of USER.EXE is installed; FALSE or zero otherwise.
SM_MENUDROPALIGNMENT	TRUE or nonzero if drop-down menus are right-aligned with the corresponding menu-bar item; FALSE or zero if the menus are left-aligned.
SM_MIDEASTENABLED	TRUE if the system is enabled for Hebrew and Arabic languages.
SM_MOUSEPRESENT	TRUE or nonzero if a mouse is installed; FALSE or zero otherwise.

SM_MOUSEWHEELPRESENT	<b>Windows NT 4.0 and later, Windows 98:</b> TRUE or nonzero if a mouse with a wheel is installed; FALSE or zero otherwise.
SM_NETWORK	The least significant bit is set if a network is present; otherwise, it is cleared. The other bits are reserved for future use.
SM_PENWINDOWS	TRUE or nonzero if the Microsoft Windows for Pen computing extensions are installed; FALSE or zero otherwise.
SM_SECURE	TRUE if security is present; FALSE otherwise.
SM_SAMEDISPLAYFORMAT	<b>Windows NT 5.0 and later; Windows 98 and later:</b> TRUE if all the display monitors have the same color format, FALSE otherwise. Note that two displays can have the same bit depth, but different color formats. For example, the red, green, and blue pixels can be encoded with different numbers of bits, or those bits can be located in different places in a pixel's color value.
SM_SHOWSOUNDS	TRUE or nonzero if the user requires an application to present information visually in situations where it would otherwise present the information only in audible form; FALSE, or zero, otherwise.
SM_SLOWMACHINE	TRUE if the computer has a low-end (slow) processor; FALSE otherwise.
SM_SWAPBUTTON	TRUE or nonzero if the meanings of the left and right mouse buttons are swapped; FALSE or zero otherwise.
SM_XVIRTUALSCREEN, SM_YVIRTUALSCREEN	<b>Windows NT 5.0 and later; Windows 98 and later:</b> Coordinates for the left side and the top of the virtual screen. The virtual screen is the bounding rectangle of all display monitors. The SM_CXVIRTUALSCREEN, SM_CYVIRTUALSCREEN metrics are the width and height of the virtual screen.