

Agent.GetDiagnostics

Method	GetDiagnostics
Module	Agent
Library	Core
Action	Uses performance counters to get various stats.
Parameters	(None)
Return values	<p>BytesReceived (int): The number of bytes received by the agent from its Switch and the background channel.</p> <p>BytesSent (int): The number of bytes sent by the agent to its Switch and the background channel.</p> <p>ConnectionsFailed (int): The number of unsuccessful connections to the Switch since the agent started.</p> <p>ConnectionsSuccessful (int): The number of successful connections to the Switch since the agent started.</p> <p>CrashDumpsCollected (int): The current number of crash dumps on the host. Implemented on Windows only; always 0 on other platforms.</p> <p>ExecutionsErrored (int): The number of unsuccessfully executed instructions that the agent has acted on since the agent started.</p> <p>ExecutionsNotImplemented (int): The number of (unsuccessful) instructions that the agent could not act on because a module or method is not implemented, since the agent started.</p> <p>ExecutionsPayloadTooLarge (int): The number of responses that failed when attempting to send them over the background channel, since the agent started.</p> <p>ExecutionsSuccessful (int): The number of successfully executed instructions that the agent has acted on since the agent started.</p> <p>StartupTime (string): When the agent last started.</p> <p>StringPoolEntries (int): The number of entries in the agent string pool (shared string instances). Introduced in v8.0.</p> <p>StringPoolSizeBytes (int): The approximate number of bytes of data contained within the string pool. Introduced in v8.0.</p> <p>StringPoolLookups (int): The number of lookups performed on the string pool. Introduced in v8.0.</p>
Example	<pre>Agent.GetDiagnostics();</pre>
Platforms	<ul style="list-style-type: none">• Windows• Linux• MacOS• Solaris Intel• Solaris Sparc• Android
Notes	