


# Agent.GetSummary

<b>Method</b>	<b>GetSummary</b>
<b>Module</b>	Agent
<b>Library</b>	Core
<b>Action</b>	Returns high-level information about the device the Agent is running on.
<b>Parameters</b>	(None)
<b>Return values</b>	<p>TimeZone (int): The device's current timezone offset from UTC in minutes (positive or negative).</p> <div style="border: 1px solid #ccc; padding: 10px; margin: 10px 0;"><p> <b>Note</b></p><p>This is based on timezone, not UTC bias. In other words, this value will not be affected by daylight savings.</p></div> <p>Manufacturer (string): The hardware manufacturer of the device's chassis.</p> <p>OsType: (string): The type of operating system family running on the device. The values are:</p> <ul style="list-style-type: none"><li>• "Android"</li><li>• "Linux"</li><li>• "MacOS" (N.B. <b>not</b> "macOS")</li><li>• "Solaris"</li><li>• "Windows"</li></ul> <p>OsArchitecture: (string): The processor architecture of the operating system. The values depend on the OsType as follows:</p> <ul style="list-style-type: none"><li>• Android: "ARM 32 bit", "ARM 64 bit", "x86" (32-bit) or "x86_64".</li><li>• Linux: "x86" (32-bit) or "x86_64"; same as the result of the "uname -m" command.</li><li>• MacOS: "arm64", "x86" (32-bit) or "x64".</li><li>• Solaris: "x64" or "SPARC".</li><li>• Windows: "x86" (32-bit) or "x64".</li></ul> <p>OsVersionText: (string): The caption of the operating system running on the device - a more descriptive version of OsType.</p> <p>Version: (string): The Agent version number in four-part dotted representation (e.g. "5.1.0.23").</p> <p>VirtualizationPlatform: (string): The type of virtualization technology on which the device's operating system is running (if any).</p>
<b>Example</b>	<pre>Agent.GetSummary();</pre>
<b>Platforms</b>	<ul style="list-style-type: none"><li>• Windows</li><li>• Linux</li><li>• MacOS</li><li>• Solaris Intel</li><li>• Solaris Sparc</li><li>• Android</li></ul>
<b>Notes</b>	See also <a href="#">Device.GetSummary</a>