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API Reference

Here is Sensor Tower's API documentation. You can use these API endpoints to access information such as Google Play / App Store reviews, related keywords, category rankings, downloads/revenues, and other app data. Click on the APIs to get more information on each available endpoint.

You can try each endpoint in this reference documentation to receive a sample request URL and response body. To try the endpoints, enter your auth token on the upper right, select the endpoint you want to try, adjust the parameters as necessary and click on "Try it out!" You can find your auth token on your [user account profile](#).

**Your browser may not be able to load a large response on this page. Please try with a small date ranges and or apps / countries combination to see the sample responses. If you want to see a larger sample response, you can use your default API client of choice.**

**Rate Limit:** 6 requests per second

Requests should be made to the following base URL, followed by the specific path to the API you want to use.

Base URL <https://api.sensortower-china.com/>

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- **Compact Download / Revenue Estimates**

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- **Games Breakdown**

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- - **get /v1/{os}/games\_breakdown**
    - [Fetches Aggregated Download / Revenue Estimates of Game Categories](#)

### Implementation Notes

Retrieve aggregated download / revenue estimates of game categories by country and date. [Games Breakdown Response Key](#).

Note: The latest day's available Google Play estimates may change. More data becomes available to us a day later and we use this data to recalibrate the estimate for increased accuracy.

**Note: All revenues are returned in cents.**

### Parameters

Parameter	Value	Description	Parameter Type	Data Type
os	<input type="text" value="ios (default)"/>	Operating System (use "ios" or "android")	path	String

Parameter	Value	Description	Parameter Type	Data Type
categories	<input type="text" value="7001"/>	<b>IDs of Game Categories, <a href="#">Category Ids</a> (use "categories" for multiples, separated by commas). Play and the App Store use completely different game category IDs.</b> Specify the countries you want download / revenue for,	query	Array
countries	<input type="text"/>	<b><a href="#">Country Codes</a></b> , separated by commas (use "WW" for worldwide)	query	Array
date_granularity	<input type="text" value="daily (default)"/>	Aggregate estimates by granularity (use "daily", "weekly", "monthly", or "quarterly") defaults to "daily"	query	String
start_date	<input type="text" value="2019-01-01"/>	<b>Start Date, YYYY-MM-DD Format. Data before 2016-01-01 is not supported.</b>	query	String
end_date	<input type="text" value="2019-01-07"/>	<b>End Date, YYYY-MM-DD Format</b>	query	String

Response Messages

HTTP Status Code	Reason	Response Model
200	Success	<div><div>■ <a href="#">Model</a></div><div>■ <a href="#">Model Schema</a></div></div>
401	Invalid Credential	<div>unauthorized { error (string) }</div> <div><div>■ <a href="#">Model</a></div><div>■ <a href="#">Model Schema</a></div></div>
403	Forbidden	<div>forbidden { error (string) }</div> <div><div>■ <a href="#">Model</a></div><div>■ <a href="#">Model Schema</a></div></div>
422	Invalid Query Parameter	<div>unprocessable_entity { errors (array[error_message]) } error_message { title (string) }</div>

Try it out!

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[ BASE URL: <https://sensortower-china.com/> , API VERSION: 1.0 ]

[changes: </api/v1/CHANGELOG.md>]