



## ☰ Media and devices > Location Command

Media and devices

# Location Command

## TL;DR

`location.get` is a node command (via `node.invoke`).

Off by default.

Settings use a selector: Off / While Using / Always.

Separate toggle: Precise Location.

## Why a selector (not just a switch)

OS permissions are multi-level. We can expose a selector in-app, but the OS still decides the actual grant.

iOS/macOS: user can choose **While Using** or **Always** in system prompts/Settings. App can request upgrade, but OS may require Settings.

Android: background location is a separate permission; on Android 10+ it often requires a Settings flow.

Precise location is a separate grant (iOS 14+ “Precise”, Android “fine” vs “coarse”).

Selector in UI drives our requested mode; actual grant lives in OS settings.

## Settings model



Per node device:

```
>  
location.enabledMode : off | whileUsing | always  
  
location.preciseEnabled : bool
```

UI behavior:

Selecting `whileUsing` requests foreground permission.

Selecting `always` first ensures `whileUsing`, then requests background (or sends user to Settings if required).

If OS denies requested level, revert to the highest granted level and show status.

## Permissions mapping (node.permissions)

Optional. macOS node reports `location` via the permissions map; iOS/Android may omit it.

## Command: `location.get`

Called via `node.invoke`.

Params (suggested):

```
{  
  "timeoutMs": 10000,  
  "maxAgeMs": 15000,  
  "desiredAccuracy": "coarse|balanced|precise"  
}
```

Response payload:



```
"lat": 48.20849,  
"lon": 16.37208,  
"accuracyMeters": 12.5,  
"altitudeMeters": 182.0,  
"speedMps": 0.0,  
"headingDeg": 270.0,  
"timestamp": "2026-01-03T12:34:56.000Z",  
"isPrecise": true,  
"source": "gps|wifi|cell|unknown"  
}
```

Errors (stable codes):

LOCATION\_DISABLED : selector is off.

LOCATION\_PERMISSION\_REQUIRED : permission missing for requested mode.

LOCATION\_BACKGROUND\_UNAVAILABLE : app is backgrounded but only While Using allowed.

LOCATION\_TIMEOUT : no fix in time.

LOCATION\_UNAVAILABLE : system failure / no providers.

## Background behavior (future)

Goal: model can request location even when node is backgrounded, but only when:

User selected **Always**.

OS grants background location.

App is allowed to run in background for location (iOS background mode / Android foreground service or special allowance).

Push-triggered flow (future):

1. Gateway sends a push to the node (silent push or FCM data).

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2. Node wakes briefly and requests location from the device.
  3. Node forwards payload to Gateway.
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Notes:

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iOS: Always permission + background location mode required. Silent push may be throttled; expect intermittent failures.

Android: background location may require a foreground service; otherwise, expect denial.

## Model/tooling integration

Tool surface: `nodes` tool adds `location_get` action (node required).

CLI: `openclaw nodes location get --node <id>`.

Agent guidelines: only call when user enabled location and understands the scope.

## UX copy (suggested)

Off: “Location sharing is disabled.”

While Using: “Only when OpenClaw is open.”

Always: “Allow background location. Requires system permission.”

Precise: “Use precise GPS location. Toggle off to share approximate location.”

◀ Voice Wake



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