

## Article

# Audio Input Route and Duration and Call Mode

Review how your app uses audio session inputs.

## Overview

The data in this report contains aggregate information about route, duration, and call mode for input audio in your app. It bins duration into increasing bin sizes to keep resolution on shorter audio sessions. It also only reports input port and call mode for relevant audio sessions.

- Territories: Worldwide
- Platforms: iOS, iPadOS. For more information about iOS and iPadOS, see the Platforms section in [Data Completeness and Corrections](#).
- Availability:
  - Daily: Every day.
- History: On request, data is available beginning with iOS 17.4 and iPadOS 17.4.
- Completeness: Data from devices that contribute to this report can arrive as late as 8 days after the date it generates on device. You can download recent data daily, but it might be incomplete, and data updates incrementally daily, until all late-arriving events are available.
- Privacy:
  - Includes data from users who have opted to share their data with Apple and developers.
  - Individual rows will only appear if they have a value of 5 or more.
- Data Context: You can analyze your data with additional context by comparing it with the data in the [App Sessions Context](#) report, which provides a count of unique devices that use your app on a specific day. For example, if your app performed an action detailed in this report on 10

unique devices on a specific day, and the App Sessions Context report shows there were 100 unique devices running your app that day, then you can approximate that 10% of the devices running your app performed that action.

# Report Fields

Report Field	Description	Data Type
Count	Number of times the event occurred	integer
Territory	Country or region in which the event occurred	string
Date	Date when the event occurred	string
Platform	OS version on the device on which the event occurred	string
Device	Type of device on which the event occurred	string
Build	Build of device on which event occurred	string
Unique Devices	The count of unique devices	integer
Release Type	Type of software release	string
Input Port	Voice-processing input port that the app uses for relevant audio sessions	string
Call Mode	Type of voice processing call for relevant sessions	string
Duration	Index of duration in seconds	float

# Glossary







Dimension	Value	Definition
Input Port	"pmbi"	Built-in microphone
Input Port	"pcom"	Continuity Capture Microphone

Dimension	Value	Definition
Input Port	"plei"	Bluetooth LE input
Input Port	"pmbt"	Bluetooth HFP headset input
Input Port	"pmwi"	Wired headset input
Input Port	"psti"	CarPlay main input
Input Port	"ptti"	TTY input
Input Port	"pusi"	USB audio input
Input Port	"unknown"	Unknown
Input Port	NULL	N/A
Call Mode	0	Generic
Call Mode	1	FacePlant
Call Mode	2	FaceTime Video
Call Mode	3	GameChat
Call Mode	4	AppleCalling (FaceTime Audio)
Call Mode	5	CallContinuity
Call Mode	6	WifiCalling
Call Mode	7	HomeKit
Call Mode	8	HalfDuplex
Call Mode	"Unknown"	Unknown
Call Mode	NULL	N/A
Duration	0	Represents range from -Infinity to 0
Duration	1	Represents range from 0 to 1
Duration	2	Represents range from 1 to 5

Dimension	Value	Definition
Duration	3	Represents range from 5 to 10
Duration	4	Represents range from 10 to 30
Duration	5	Represents range from 30 to 60
Duration	6	Represents range from 60 to 300
Duration	7	Represents range from 300 to 1800
Duration	8	Represents range from 1800 to 3600
Duration	9	Represents range from 3600 to 7200
Duration	10	Represents range from 7200 to 18000
Duration	11	Represents range from 18000 to 36000
Duration	12	Represents range from 36000 to +Infinity

# See Also

## Framework Usage

-  **AccessorySetupKit Accessory Picker Sessions**  
Analyze how many people use your app to set up accessories by using AccessorySetupKit.
-  **AccessorySetupKit Usage**  
Analyze how often your app uses AccessorySetupKit.
-  **AirPlay Discovery Sessions**  
Review information about AirPlay discovery sessions.
-  **Animoji Stickers Sent**  
Analyze how many times people use Memoji stickers in your app.
-  **App Added to Focus**  
Review information about your app’s relationship to Focus modes.
-  **App Disk Space Usage**

Analyze your app's disk space use.



### App Runtime Usage

Analyze how often your app executes specific symbols of different dynamic libraries.



### App Sessions Context

Analyze how many people use your app and for how long.



### Application Preferred Language Settings

Review how people use language preference settings in your app.



### ARKit ARSession Duration

Review information about ARKit ARSession duration.



### ARKit ARSession Failures

Analyze details about ARKit ARSession failures.



### ARKit Capture Frame Rate Throttling

Analyze how long it takes for ARKit to throttle the camera frame rate.



### ARKit Collaborative Session Features

Review how your app uses ARKit collaborative session features.



### ARKit Face Tracking

Analyze how often your app uses ARKit face tracking.



### ARKit Video Formats

Review information about ARKit video formats and high-resolution frames.