Article

App Runtime Usage

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

Overview

The data in this report contains aggregated information about the symbols and dynamic library version (dylib) that your app executes.

- 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`
App Version	Version of the app associated with the event	`string`
App Name	Name of the sampled app	`string`
Architecture	Architecture of the symbol	`string`
Binary Code Directory Hash	Code directory hash of the binary	`string`
Binary Path	Path to the currently executing binary	`string`
Binary Team ID	Team ID of the binary signature	`string`
Binary UUID	Universally unique identifier of the binary	`string`
Dynamic Library Code Directory Hash	Code directory hash of the dynamic library	`string`
Dynamic Library Path	Path to the dynamic library that contains this symbol	`string`

Report Field	Description	Data Type
Dynamic Library Team ID	Team ID of the dynamic library signature	`string`
Dynamic Library UUID	Universally unique identifier of the dynamic library from which this symbol comes	`string`
Symbol Name	Name of the symbol (if known)	`string`
Symbol Offset	Offset for the symbol in the binary	`string`
Symbol Count	Number of times symbol appears in this sample	`long`
Dynamic Library Version	Version (either bundle version or mach object file format version) of the dynamic library using the symbol	`string`
Binary Version	Version (either bundle version or mach object file format version) of the binary calling the symbol	`string`
Caller Path	Path to dynamic library that calls this symbol	`string`
Caller Symbol Name	Name of the symbol that calls this symbol	`string`

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 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.

ARKit World Tracking

Review the configured settings for world tracking in your app.