

Documentation

[Analytics Reports](#) / Launch Image Over Memory Limit

Article

Launch Image Over Memory Limit

Analyze how often your app fails to load because it's over the memory limit.

Overview

This report contains data which shows how often your application launch image fails to load due to being over the memory limit.

- 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

See Also

Performance

AirPlay Errors

Analyze AirPlay errors in your apps.

AirPlay Performance

Review AirPlay performance in your apps.

App Crashes Expanded

Analyze the rate at which your app crashes.

App Installs Performance

Analyze details about installation success and failure rates for your apps.

App Storage Reads and Writes

Analyze how often your app uses disk reads and writes.

Audio Overloads

Analyze how many audio glitches people experience in your app.

 **Bluetooth LE Session Duration**

Analyze how long your app uses Bluetooth Low Energy (LE) connections.

 **Bluetooth System Wakes**

Analyze details about bluetooth system wakes that your app causes.

 **CAMetalLayer Performance**

Review CAMetalLayer metadata and performance in your app.

 **Custom Language Model Builds Failed**

Analyze how often your app-triggered rebuild of a custom language model failed.

 **Display Power Information**

Review your app's impact on display pixel attributes.

 **HTTP Live Streaming Playback Errors**

Analyze playback errors that your app receives.

 **Networking Connection Activity**

Review how your app uses network connections.

 **Spotlight Query Performance**

Review how your app uses Spotlight queries.

 **Streaming Downloads Performance**

Review download performance when using the AVAssetDownloadTask APIs in your apps.