

Article

Core Location Geofencing

Review how your app uses geo fences.



Overview

The data in this report contains information about fence radii use by applications.

- 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
Event Type	State change of fence, for example, entry or exit	integer
Fence Radius	Fence radius in meters	integer














Glossary

Dimension	Value	Definition
Event Type	-1	Unknown
Event Type	0	Entry
Event Type	1	Exit
Fence Radius	0	Represents range from -Infinity to 0
Fence Radius	1	Represents range from 0 to 10
Fence Radius	2	Represents range from 10 to 20
Fence Radius	3	Represents range from 20 to 30

Dimension	Value	Definition
Fence Radius	4	Represents range from 30 to 40
Fence Radius	5	Represents range from 40 to 50
Fence Radius	6	Represents range from 50 to 60
Fence Radius	7	Represents range from 60 to 70
Fence Radius	8	Represents range from 70 to 80
Fence Radius	9	Represents range from 80 to 90
Fence Radius	10	Represents range from 90 to 100
Fence Radius	11	Represents range from 100 to 120
Fence Radius	12	Represents range from 120 to 140
Fence Radius	13	Represents range from 140 to 160
Fence Radius	14	Represents range from 160 to 180
Fence Radius	15	Represents range from 180 to 200
Fence Radius	16	Represents range from 200 to 300
Fence Radius	17	Represents range from 300 to 400
Fence Radius	18	Represents range from 400 to 500
Fence Radius	19	Represents range from 500 to 1000
Fence Radius	20	Represents range from 1000 to 5000
Fence Radius	21	Represents range from 5000 to 10000
Fence Radius	22	Represents range from 10000 to 20000
Fence Radius	23	Represents range from 20000 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.