

Article

Game Controller Haptics Engine Creation

Analyze how your app uses haptic localities and which controllers it uses.

Overview

The data in this report details the haptic localities that an app uses. It includes information about haptic use frequency and controller use frequency.

- 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
Product Category	The controller type for which the app creates the haptic engine	string
Haptic Locality	The haptic locality of the haptic engine	string

Glossary

Dimension	Value	Definition
Product Category	Xbox Wireless Controller, DualSense	The name of the game controller device which is involved in the haptic feedback
Haptic Locality	right, left	Which of the haptic engines has been triggered, given by a location or "locality" name defined in public Apple SDKs

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.