

## Documentation

[Analytics Reports](#) / Bluetooth LE Session Duration

Article

# Bluetooth LE Session Duration

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

## Overview

The data in this report contains details about the duration of Bluetooth Low Energy (LE) connections for your application.

- 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
Duration	Duration of LE sessions	float

## Glossary

Dimension	Value	Definition
Duration	0	Represents range from -Infinity to 0
Duration	1	Represents range from 0 to 30
Duration	2	Represents range from 30 to 60
Duration	3	Represents range from 60 to 90
Duration	4	Represents range from 90 to 120
Duration	5	Represents range from 120 to 180
Duration	6	Represents range from 180 to 300
Duration	7	Represents range from 300 to 600

Dimension	Value	Definition
Duration	8	Represents range from 600 to 1200
Duration	9	Represents range from 1200 to 2400
Duration	10	Represents range from 2400 to 3000
Duration	11	Represents range from 3000 to 3600
Duration	12	Represents range from 3600 to +Infinity

## 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 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.

 Launch Image Over Memory Limit

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

 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.