

□ Documentation

[App Store Connect API](#) / GameCenterLeaderboardFormatter

Type

GameCenterLeaderboardFormatter

The values you can select to describe the format of a leaderboard.

App Store Connect API 3.0+

```
string GameCenterLeaderboardFormatter
```

Possible Values

INTEGER

DECIMAL_POINT_1_PLACE

DECIMAL_POINT_2_PLACE

DECIMAL_POINT_3_PLACE

ELAPSED_TIME_CENTISECOND

ELAPSED_TIME_MINUTE

ELAPSED_TIME_SECOND

MONEY_POUND_DECIMAL

MONEY_POUND

MONEY_DOLLAR_DECIMAL

MONEY_DOLLAR

MONEY_EURO_DECIMAL

MONEY_EURO

MONEY_FRANC_DECIMAL

MONEY_FRANC

MONEY_KRONER_DECIMAL

MONEY_KRONER

MONEY_YEN

Mentioned in

- 📄 App Store Connect API 3.5 release notes
- 📄 App Store Connect API 3.8 release notes

Discussion

- PossibleValues
 - INTEGER
 - DECIMAL_POINT_1_PLACE
 - DECIMAL_POINT_2_PLACE
 - DECIMAL_POINT_3_PLACE
 - ELAPSED_TIME_CENTISECOND
 - ELAPSED_TIME_MINUTE
 - ELAPSED_TIME_SECOND
 - MONEY_POUND_DECIMAL
 - MONEY_POUND
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- MONEY_DOLLAR
- MONEY_EURO_DECIMAL
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- MONEY_FRANC
- MONEY_KRONER_DECIMAL
- MONEY_KRONER
- MONEY_YEN

Discussion

Leaderboard formatters allow you to specify the unit of measurement for a Game Center leaderboard. There is a new required attribute `defaultFormatter` when using [Create a leaderboard](#) which will give all your localizations the same formatter. You can also optionally use `formatterOverride` to override a specific leaderboard localization when calling [Create a leaderboard localization](#) or [Modify a leaderboard localization](#).

Before App Store Connect API version 3.0, formatters were based on localizations and were required for each localization. Legacy leaderboards created before the new addition of the Game Center APIs will not have a `defaultFormatter` value, the value would be null in this case. Any localizations created before the new addition of the Game Center APIs will always have a `formatterOverride`.