

Article

Bluetooth LE Scans

Review how your app uses Bluetooth Low Energy (LE) scans.

Overview

This report contains information about LE Scan duration and time spent in foreground and background.

- 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
Allowed In Background	Whether app can run in background	boolean
App In Foreground At Start	App in foreground at start	boolean
App In Foreground At Stop	App in foreground at stop	boolean
Total time spent	Total time spent scanning in milliseconds	integer
Time Spent In Background	Time spent scanning in background in milliseconds	integer
Time Spent In Foreground	Time spent scanning in foreground in milliseconds	integer

Glossary

Dimension	Value	Definition
Total time spent	0	Represents range from -Infinity to 0
Total time spent	1	Represents range from 0 to 5

Dimension	Value	Definition
Total time spent	2	Represents range from 5 to 10
Total time spent	3	Represents range from 10 to 20
Total time spent	4	Represents range from 20 to 30
Total time spent	5	Represents range from 30 to 40
Total time spent	6	Represents range from 40 to 50
Total time spent	7	Represents range from 50 to 75
Total time spent	8	Represents range from 75 to 100
Total time spent	9	Represents range from 100 to 200
Total time spent	10	Represents range from 200 to 300
Total time spent	11	Represents range from 300 to 400
Total time spent	12	Represents range from 400 to 500
Total time spent	13	Represents range from 500 to 600
Total time spent	14	Represents range from 600 to 700
Total time spent	15	Represents range from 700 to 800
Total time spent	16	Represents range from 800 to 900
Total time spent	17	Represents range from 900 to 1000
Total time spent	18	Represents range from 1000 to 1500
Total time spent	19	Represents range from 1500 to 2000
Total time spent	20	Represents range from 2000 to 2500
Total time spent	21	Represents range from 2500 to 3000
Total time spent	22	Represents range from 3000 to 3500
Total time spent	23	Represents range from 3500 to 4000

Dimension	Value	Definition
Total time spent	24	Represents range from 4000 to 5000
Total time spent	25	Represents range from 5000 to 7500
Total time spent	26	Represents range from 7500 to 10000
Total time spent	27	Represents range from 10000 to 30000
Total time spent	28	Represents range from 30000 to 60000
Total time spent	29	Represents range from 60000 to 90000
Total time spent	30	Represents range from 90000 to 120000
Total time spent	31	Represents range from 120000 to 180000
Total time spent	32	Represents range from 180000 to +Infinity
Time Spent In Background	0	Represents range from -Infinity to 0
Time Spent In Background	1	Represents range from 0 to 5
Time Spent In Background	2	Represents range from 5 to 10
Time Spent In Background	3	Represents range from 10 to 20
Time Spent In Background	4	Represents range from 20 to 30
Time Spent In Background	5	Represents range from 30 to 40
Time Spent In Background	6	Represents range from 40 to 50
Time Spent In Background	7	Represents range from 50 to 75
Time Spent In Background	8	Represents range from 75 to 100
Time Spent In Background	9	Represents range from 100 to 200
Time Spent In Background	10	Represents range from 200 to 300
Time Spent In Background	11	Represents range from 300 to 400
Time Spent In Background	12	Represents range from 400 to 500

Dimension	Value	Definition
Time Spent In Background	13	Represents range from 500 to 600
Time Spent In Background	14	Represents range from 600 to 700
Time Spent In Background	15	Represents range from 700 to 800
Time Spent In Background	16	Represents range from 800 to 900
Time Spent In Background	17	Represents range from 900 to 1000
Time Spent In Background	18	Represents range from 1000 to 1500
Time Spent In Background	19	Represents range from 1500 to 2000
Time Spent In Background	20	Represents range from 2000 to 2500
Time Spent In Background	21	Represents range from 2500 to 3000
Time Spent In Background	22	Represents range from 3000 to 3500
Time Spent In Background	23	Represents range from 3500 to 4000
Time Spent In Background	24	Represents range from 4000 to 5000
Time Spent In Background	25	Represents range from 5000 to 7500
Time Spent In Background	26	Represents range from 7500 to 10000
Time Spent In Background	27	Represents range from 10000 to 30000
Time Spent In Background	28	Represents range from 30000 to 60000
Time Spent In Background	29	Represents range from 60000 to 90000
Time Spent In Background	30	Represents range from 90000 to 120000
Time Spent In Background	31	Represents range from 120000 to 180000
Time Spent In Background	32	Represents range from 180000 to +Infinity
Time Spent In Foreground	0	Represents range from -Infinity to 0
Time Spent In Foreground	1	Represents range from 0 to 5

Dimension	Value	Definition
Time Spent In Foreground	2	Represents range from 5 to 10
Time Spent In Foreground	3	Represents range from 10 to 20
Time Spent In Foreground	4	Represents range from 20 to 30
Time Spent In Foreground	5	Represents range from 30 to 40
Time Spent In Foreground	6	Represents range from 40 to 50
Time Spent In Foreground	7	Represents range from 50 to 75
Time Spent In Foreground	8	Represents range from 75 to 100
Time Spent In Foreground	9	Represents range from 100 to 200
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Time Spent In Foreground	29	Represents range from 60000 to 90000
Time Spent In Foreground	30	Represents range from 90000 to 120000
Time Spent In Foreground	31	Represents range from 120000 to 180000
Time Spent In Foreground	32	Represents range from 180000 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.