



## Getting Started

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The Segment integration for PlayerZero automatically instruments your web application to send engineering and product analytics events to PlayerZero.

## Getting started

- 1 From the Segment web app, navigate to **Connections > Catalog > Destinations**.
- 2 Under **Categories** select **Destination Actions**.
- 3 Select PlayerZero Web (Actions), then click **Configure PlayerZero Web**.
- 4 Select an existing Source to connect to PlayerZero Web.
- 5 Click the toggle under **Enable Destination** to enable the destination, and click **Save Changes**.
- 6 PlayerZero collects data from Segment as soon as it arrives. You can set up a **View** in the PlayerZero dashboard to enable notifications and be alerted when the first high impact issue surfaces.

## Destination Settings

| SETTING               | DESCRIPTION   |
|-----------------------|---|
| PlayerZero Project ID | <i>Required.</i><br>The Project ID where you want to send data. You can find this ID on the <a href="#">Project Data Collection</a> page. |

## Available Presets

PlayerZero Web has the following presets:

| PRESET NAME   | TRIGGER                 | DEFAULT ACTION |
|---------------|-------------------------|----------------|
| Track Event   | Event type = "track"    | Track Event    |
| Identify User | Event type = "identify" | Identify User  |

## Available Actions

Build your own Mappings. Combine supported [triggers](#) with the following PlayerZero Web-supported actions:

**Mapping limits per destination**  
Individual destination instances have support a maximum of 50 mappings.

- Identify User
- Track Event

### Identify User

Sets the user identity

Identify User is a **Web** action. The default Trigger is: `type = "identify"`

Click to show / hide fields

| FIELD        | DESCRIPTION  |
|--------------|--|
| User ID      | Type: <code>STRING</code><br>The user's id   |
| Anonymous ID | Type: <code>STRING</code><br>The user's anonymous id                                     |
| Display Name | Type: <code>STRING</code><br>The user's name   |
| Email        | Type: <code>STRING</code><br>The user's email  |
| Traits       | Type: <code>OBJECT</code><br>The Segment traits to be included as metadata in PlayerZero |

### Track Event

Track events

Track Event is a **Web** action. The default Trigger is: `type = "track"`

Click to show / hide fields

| FIELD        | DESCRIPTION   |
|--------------|---|
| Event name * | Type: <code>STRING</code><br>The name of the event.                                     |
| Properties   | Type: <code>OBJECT</code><br>A JSON object containing more information about the event. |

## Settings

Segment lets you change these destination settings from the Segment app without having to touch any code.

| SETTING                             | DESCRIPTION   |
|-------------------------------------|---|
| PlayerZero Project ID<br>(required) | <code>string</code> . The Project ID where you want to send data. You can find this ID on the <a href="#">Project Data Collection</a> page. |

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