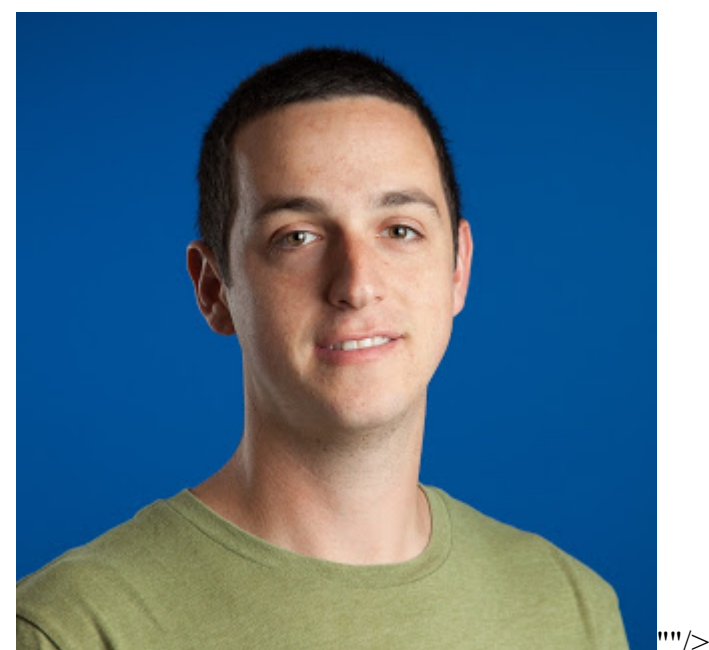


# [Measuring Realtime Database performance with Firebase Performance Monitoring](#)

March 12, 2021



**Sam Stern**

*Developer Programs Engineer*

If you've ever built an app with Realtime Database you know that it's fast. When you combine the low-latency websocket connection with the local caching capabilities of the SDK, changes can feel pretty much instantaneous.

[Read More](#)

Labels: [Performance Monitoring](#), [React](#), [Realtime database](#)

## [Migrating to the new Remote Config for Games SDK](#)

March 8, 2021



**Patrick Martin**

*Developer Programs Engineer*

Version 7.1.0 of the Firebase [Unity](#) and [C++](#) SDKs did a lot to improve [Firebase Remote Config](#) and better aligned it with the iOS and Android SDKs. In the process, however, there were some minor changes to the API that may require some action on your part.

[Read More](#)

Labels: [firebase](#), [Firebase Remote Config](#), [Games SDK](#)

**[App monetization made easy: Using Firebase, AdMob, and Google Analytics to uncover your optimal ads strategy.](#)**

February 23, 2021



[Sumit Chandel](#)

*Developer Advocate*



**Rachel Saunders**

*Technical Writer*

Even if your mobile app has been downloaded by millions of users worldwide, making it profitable in the long run is a tricky science. Most apps rely on a mix of ads and in-app purchases (IAP) to make money. The challenge is finding the right balance to maximize both revenue streams while ensuring an engaging experience for every user.

[Read More](#)

Labels: [AdMob](#), [firebase](#), [Firebase A/B Testing](#), [Firebase Remote Config](#), [google analytics](#)

## [Improve app stability with Firebase Crashlytics and Kotlin](#)

February 18, 2021





*Akua Prempeh, Developer Marketing*

Last year we [announced our investment](#) in making Firebase libraries more Kotlin-friendly with Firebase Kotlin extension (KTX) libraries. Since then we have seen increasing interest for [Kotlin](#) within the Firebase community. In this blog post, we'll go over how developing with Kotlin can lead to fewer crashes; and how you can monitor your app's stability with Firebase Crashlytics once your app has been released.

[Read More](#)

Labels: [app quality](#), [app stability](#), [firebase crashlytics](#), [Kotlin](#)

## **Cloud Firestore for Games is now in Beta!**

February 5, 2021



**Patrick Martin**

*Developer Programs Engineer*

A few months ago, we [released Firestore for Games](#) into open [alpha](#). Thanks to all of your feedback, today, we're happy to announce that Cloud Firestore for Games is now publicly available in beta for C++ and Unity developers.

[Read More](#)

Labels: [Cloud Firestore](#), [Developer Community](#), [firebase](#), [Firebase developers](#), [Unity](#).

**Firebase Experimental Extensions**

January 27, 2021



**Iman Rahmati**

*Engineering Manager*



[Peter Friese](#)

*Developer Advocate*

## Spark new ideas with Experimental Extensions

Firebase Extensions are a convenient way to add new functionality to your app with the click of a button. They are pre-packaged solutions for common problems that you can easily add to your Firebase app. Extensions are based on Firebase and Google Cloud products that you already know and use.

[Read More](#)

Labels: [firebase](#), [Firebase Extensions](#)

## [Crashlytics and the Great Crash Detective Comic](#)

January 26, 2021





[Jake Ouellette](#)

*Software Engineer*



We made a [comic about Crashlytics](#)—the first ever comic created by Firebase! The Great Crash Detective investigates a mystery case of a new crash in her mobile application. Does she solve it, or let her product manager down? [Read it to find out!](#)

[Read More](#)

Labels: [Comics](#), [crashlytics](#)

## [How to code review security rules](#)

January 6, 2021



[Rachel Myers](#)

*Developer Programs Engineer*

Firebase Security Rules gate your user's access to and enforce validations for Firestore, Firebase Storage, and the Realtime Database. It's important to code review the Security Rules, just like you code review the application code. Because these rules are written in a domain-specific language, that puts some people in the position of code reviewing something they don't feel like they understand.

[Read More](#)

Labels: [code reviews](#), [collaboration](#), [firestore](#), [security rules](#), [Storage](#)