

Table of Contents

The values for Startup request properties are:

```
readAheadLimit: 100  
technology: FlutterMobile | FlutterWeb
```

Mobile (iOS | Android)

```
osName: iOS | Android 9  
osVersion: 13.3 | 28 (SDK Versiom)  
appVersion: 1.0.0.1 (VERSION.BUILD)  
deviceId: adfd6750-d0a8-11ea-8b69-b3cdde1e6fea | 75c1e390-5707-11ea-ec78-3512eb6e0821  
deviceType: iPhone | Google  
deviceTypeModel: iPhone 8 | AOSP on IA Emulator  
deviceMode: mobile
```

Browser

```
osName: Mac  
osVersion: <not available>  
appVersion: 1.0.0.1 (VERSION.BUILD) - hardcoded - see app_version_web.dart  
deviceId: 2ca058f0-d0dc-11ea-9f51-f95bf4d03893  
deviceType: Chrome  
deviceTypeModel: Mozilla/5.0 (Macintosh; Intel Mac OS X 10_14_6) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/84.0.4147.89 Safari/537.36  
deviceMode: desktop
```

Custom properties

It's also possible to send custom properties from the flutter client to the application. To do this, use the Startup Request and send properties in this form:

```
custom_propertyname: value
```

Every custom property has to use the prefix `custom_`. The prefix will be removed and only the `propertyname` will be used. The application will be able use access the value with `propertyname`.

From: <https://doc.sibvisions.com/> - **Documentation**

Permanent link: https://doc.sibvisions.com/flutterui/startup_props

Last update: **2021/01/07 08:23**

