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Physical Device

```
osName:          Android 12
                 iOS
osVersion:       <android_sdk_version> e.g. 31
                 <ios_version> e.g. 16.3
screenWidth:     <width> e.g. 392
screenHeight:    <height> e.g. 856
appVersion:      2.2.0+1
deviceId:        <ios_uuid>
readAheadLimit: 100

technology:    FlutterMobile
deviceMode:    mobile
deviceType:    <hardware_manufacturer> e.g. Xiaomi
               iPhone
deviceTypeModel: <android_end_user_visible_name> e.g. M2103K19PG
                  <ios_assigned_device_name> My iPhone name (iOS <= 15)
                  iPhone (iOS >= 16)
                  ...
langCode:       <language_code> e.g. en
timeZoneCode:   <timezone> e.g. Europe/Vienna
serverVersion: <supported_server_version> e.g. 2.4.0
baseUrl:        <service_url> e.g.
http://www.domain.com/myapp/services/mobile
```

Browser

```
osName:          Linux x86_64
                 MacIntel
                 ...
screenWidth:     <width> e.g. 392
screenHeight:    <height> e.g. 856
appVersion:      2.2.0+1
deviceId:        <ios_uuid> e.g. XXXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX
readAheadLimit: 100

technology:    FlutterWeb
deviceMode:    mobileDesktop (or mobile if forced with ?mobileOnly=true)
deviceType:    chrome
               firefox
               ...
deviceTypeModel: <user_agent_string> e.g. Mozilla/5.0 (X11; Linux x86_64)
AppleWebKit/537.36 (KHTML, like Gecko) Chrome/110.0.0.0 Safari/537.36
```

```
langCode:       <language_code> e.g. en
timeZoneCode:   <timezone> e.g. Europe/Vienna
serverVersion: <supported_server_version> e.g. 2.4.0
baseUrl:        <service_url> http://www.domain.com/myapp/services/mobile
```

```
requestUri:    <browser_url> e.g. http://www.domain.com/myapp/mobile/
```

Property Details

osName

- Web (https://developer.mozilla.org/en-US/docs/Web/API/Navigator/platform)
- Android (String “Android” with release Version e.g. “Android 12”)
- iOS (The current operating system name)

osVersion

- Android (https://developer.android.com/reference/android/os/Build.VERSION_CODES.html)
- iOS (The current operating system version)

deviceId

- Android (not available)
- iOS (UUID for device)

deviceType

- Web (browser name)
- Android (The manufacturer of the product/hardware.)
- iOS (Device model)

deviceTypeModel

- Web (User-agent string)
- Android (The end-user-visible name for the end product.)
- iOS (https://developer.apple.com/documentation/uikit/uidevice/1620015-name)

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:
http://doc.sibvisions.com/ - **Documentation**

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

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