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Android onesignal get player id

Audience > All Users All Users show a list of each device in your OneSignal App and data collected by the OneSignal SDK. You can show/hide data attributes with the Columns button (1), search for Player Id, External User ID, or Email (2), and filter by Segments (3). Jump to sections: There are a few options to find your device, depending on the data you currently have. If you know player_id or external_user_id device, skip to Add as Test User. If you know specific tags, see this section finding device by tag. Open your app or website with your subscribed device. Make sure that you are visiting a page of your site/application with OneSignal initialized (active running code). Then, in All Users, they sort last active so that the arrow points to see the latest active devices. You may need to confirm that it is your device, making some data visible. Click the Column List filter displayed in the upper-right corner. Some useful data to check is: ColumnDetailsLast ActiveThe last time the user visited the site/application. You may want to refresh the page to get updated values. First SessionThe first time you signed up for the site or opened the app with the code OneSignal. Make sure this is the first time you've signed up for the site/app. IPAddressIf enabled, to see if the IPs match. More details in Data Collected by OneSignal SDKTags, Country, External User IdEsis is additional information that can be used to verify that you know this data. Subscribers to the Device Mobile Site will show Linux Arm... browser icon and browser version. Desktop Website subscribers will show Mac or Win with the Browser icon and browser version. Android Mobile Apps - will have the device model and corresponding icons. Mobile apps for iOS - the model is based on Hardware String. For example, iPhone9.3 (12.3.1) stands for iPhone 7 with operating system version 12.3.1. If you found your device, jump to Add as a test user. You can also find your device's OneSignal playerId through the SDK by registering it in the console for your app or website. Use the getPermissionSubscriptionState method on our mobile SDKs to register the player ID in your IDE (Xcode, Android Studio, etc.) 1 Using the same browser profile you are subscribing to on your site, open the website URL with the OneSignal code active. 2 Open the Debugger console (F12 or Right Click the site > Inspect). 3 Click the Console section 4 Add this code: wait for OneSignal.getUserId(); 5 You will see your OneSignal Player Id registered to the console if you have a device registration. Copy the player ID without and see Add as a test user. 1 Connect your registered Android device to the website on your computer and visit your website on the Android device. 2 On your desktop, open chrome to this url: chrome://inspect/#devices Your mobile device should ask you to enable USB debugging 3 Select the watch button Once you set up OneSignal on your Site and/or Mobile App, you should start seeing both subscribed users and total users on your dashboard. Enrolled users is the number of devices on which you can send messages. Total Users is a combination of subscript + unsubscribed devices. A user record is created and subscribed in the following ways: Mobile apps: A device downloads and opens your app, a user record is created. Android devices are automatically subscribed when you open them. iOS devices often need to choose to push. Sites: A device linked to a browser profile visits the site and opts for native browser prompt. Email: An email address can be sent to OneSignal through our API or Dashboard. See our overview of the email. SMS: You can import your SMS subscribers using CSV upload. SDK and API support coming soon. Here's a quick overview of how to set up SMS. Once the User record is created, a single player_id is automatically assigned to the device. You can also set your own custom user ids (external_user_id) for devices for targeting as well. See Internal Database, DMP, and CRM for more details. OneSignal automatically handles user tracking and subscription updates through the SDK. You can view user data through the Control Panel or Export User Data through the control panel or API. If you have an analytics tool, see our Analytics Integration Guides for more details on how to set it up. Web Push subscribers and iOS mobile app subscribers must choose to sign up. See our Request Guide for more details on how to get permission. Subscribers to the Android Mobile app are chosen when they first open the app. OneSignal SDKs provide Permissions Observer and Signature Observer methods to detect these client-side events. Devices are assigned when: Any subscribing device that does not subscribe will be detected and tagged in OneSignal automatically when: Interact with the OneSignal SDK (increasing the revoked count). You can capture this event with our signature observer methods and send it to your database. After sending 2 notifications to the unsubscribed device in Android Mobile Apps and Web. For iOS, it may take a week for Apple to update the subscription record. More details below. If you target devices directly through the API using include_player_ids or include_external_user_ids parameters, we also provide unsubscribed devices as invalid_player_ids or invalid_external_user_ids callback results that you can process in your Internal Database, DMP, and CRM. Apple has changed the way it reports unsubscribe events in iOS apps. In the past, they would report the unsubscribed device after Notification. They stopped doing it for privacy reasons. Apple intentionally does not want token invalidation to be used as a method to detect uninstalling the application. Some details provided by Apple can be found here: if a device unsubscribes and opens the app, we detect this immediately through our SDK. However, if your device uninstalls the app or unsubscribes and doesn't open the app, it may take several weeks for Apple Apple device unsubscribes from the event. If you need to remove older devices, you can delete them using our dashboard or API. The All Users page is where you can view all user records for your app/site. Use this page for: The Segments page is where you can group devices by data filters to segment with messages. The OneSignal Player ID is a Unique Universal Identifier (UUID) that OneSignal creates per device by OneSignal app ID. The format is lowercase letters and numbers 8 characters-4 characters-4 characters-4 characters-12 characters as b3aabc2-9a47-4647-adda-3e4583a2d19e. A common practice is to link the OneSignal Player ID with your User ID (we call it external user id). See our Internal Integration Guide Database, DMP, and CRM for more information about this configuration. Web Push - When the user clears their cookie data for your website. Mobile Apps - If you use version 3.0.0+ of our iOS SDK or 4.0.0+ of our Android SDK, the Player ID will always change when: Excluding users uninstalling and reinstalling the Mobile App or Installing the Mobile App on a new device Earlier versions of our mobile SDKs, OneSignal makes a better effort to keep the same Player ID on all devices that are assigned. Some circumstances that may cause it to change: Android: If the user has chosen to exit the Google Advertising ID, uninstall the app and reinstall. iOS: If the user does not have other applications installed that have their IFV (ForVendor identifier), uninstalling your app and reinstalling it, you will give them a new Player ID. IFV is used to keep the ID the same after a full reinstalled, but only if the user has another of their applications installed. See Looking for users external_user_id is a defined identifier that helps map the user ID of your unique database to the onesignal device registry player_id. It can be any unique identifier like Firebase User ID, CRM User ID or even email if you choose. To clarify: OneSignal creates player_id for each device record You send OneSignal to external_user_id based on how you identify users. Multiple device logs on OneSignal can have the same external_user_id, but each will have a player_id location. For example, a user enrolled on your website, android mobile app, and iOS mobile app will have 3 different player_id records, but you can map these devices to your database through the same external_user_id. Our SDKs support a setExternalUserId method that you can call as soon as the user logs in to your website and/or mobile apps to define your user ID. More details in our Internal Database, DMP and CRM. In addition, you can prevent certain platforms from having a push if the same external_user_id. For example, if you want to send a notification to Web-only subscribers, you can target them with the include_external_user_ids API targeting parameter and set the WebYWeb API Platform Filter to true. To manage multiple users who share a device, you'll need to detect when user A is on the device and only send their notifications when they're connected device, otherwise user B will get them. One way to deal with this is to call the setExternalUserId method when each user enters the application, so you can direct them through the external_user_id using the API parameter include_external_user_ids. Once they come out of the application, you can remove the external_user_id with the removeExternalUserId method. This means that if User A logs in and you call the SetExternalUserId (user_a) then any messages sent directly to user_b with include_external_user_ids will not be displayed on the device until User A logs on, remove the ExternalUserId is called and User B logs in. The other option is to store on your server the Player IDs of the devices with which the user is connected, and then use our API to send notifications using the API targeting parameter include_player_ids. See the Internal & CRM Database. You will need to detect when user A and user B are logged in/unpallocated and send the correct message accordingly. Each user who accesses your website or app from a different device or browser profile will receive a new and unique OneSignal Player ID. You can ensure that you are targeting the same user on different devices in 3 ways: 1 - Add Data Tags to the user with some identifier, such as your email or username. 2 - Use the setExternalUserId method to add your unique external_user_ids to device 3 - Track oneSignal ids for each device in your own database. More details in the Internal Database & CRM to track the Player IDs or external User IDs. Yes and no. Mobile operating system providers intentionally make it difficult to detect reliability when a user has uninstalled an application. OneSignal does not differentiate an Uninstall vs Unsubscribe and never open the app again. OneSignal detects the last time a device opened the app with the Last Session parameter. You can export user data to verify subscription status and last active time. Time.