

Firebase Analytics Events

Event Inventory

Authentication — Assets/Scripts/CommonFirebase/FirebaseAuthManager.cs

Event (ng_+)	When / conditions	Where (class.method:line)	Parameters (source · type · optional)	Call chain
SignIn	Firebase auth succeeds (firebaseUser != null); new & existing logins, incl. auto sign-in	FireBaseAuthManager.LogSignInAnalytics :655	- SignInMethod(enum · str); - IsAutoSignIn(bool); - Success(=true); - UserId(firebaseUser.UserId · str); - Timestamp(UtcNow "o" · str); - Platform(str); UserEmail(str · <i>optional</i>, only if non-null)	SignIn()→GetCallback()→LogSignInAnalytics()→LogAppEvent
SignInFailed	Auth returns null user and !isAutoSignIn (manual only)	FireBaseAuthManager.LogSignInFailedAnalytics :693	- SignInMethod; - Success(=false); - ErrorMessage("Authentication returned null user"); - Timestamp; - Platform; ErrorDetails/ErrorType(<i>optional</i>, only if exception≠null)	SignIn()→GetCallback()→LogSignInFailedAnalytics()→LogAppEvent
SignOut	After SignOut() and CurrentUser==null, non-empty userId	FireBaseAuthManager.LogSignOutAnalytics :726	- SignInMethod(GetCurrentSignInMethod) - UserId; - Timestamp; - Platform; UserEmail(<i>optional</i>)	SignOutAction()→LogSignOutAnalytics()→LogAppEvent
DeleteAccount	Successful DeleteAsync(), non-empty userId	FireBaseAuthManager.LogDeleteAccountAnalytics :759	- SignInMethod; - UserId; - Timestamp; - Platform; UserEmail(<i>optional</i>)	DeleteAccountAndProfile()→LogDeleteAccountAnalytics()→LogAppEvent

DeleteAccountFailed	Exception during deletion/reauth (catch)	FirebaseAuthManager.LogDeleteAccountFailedAnalytics:804	1. SignInMethod; 2. UserId; 3. Success(=false); 4. ErrorMessage(ex.Message ?? "Unknown error"); 5. Timestamp; 6. Platform; 7. UserEmail/ErrorMessage/Details/ErrorMessage(optional)	DeleteAccountAndProfile()[catch]→LogDeleteAccountFailedAnalytics()→LogAppEvent
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Ads / Monetization

Event	When / conditions	Where	Parameters	Call chain
AdRequest	RV/Interstitial load success or failure (incl. catch fallbacks) + custom-video load	RewardedVideoManager :277,:489,:517,:600,:629; InterstitialManager :123,:140	1. GetDefaultParams/GetErrorParams: 2. AdPoint, 3. PlacementType, 4. TimeStamp, 5. AdProvider, 6. Revenue, 7. RevenuePrecision, 8. Latency, 9. AdFormat, 10. CurrentThreshold, 11. Exception, 12. AdError(failure only)	LoadAd()→MaxSdk callback OnAdLoaded/OnAdFailedLoad→LogAppEvent
AdClicked	RV/Interstitial ad shown (incl. custom video)	RewardedVideoManager :389,:662,:705; InterstitialManager :167	GetDefaultParams + (RV only) SecondsSinceWatchAdClick, SecondsSinceAdLoad	Show()→OnAdShown→LogAppEvent
RvRewarded	Rewarded video completed successfully (isSuccess=true)	MonetizationBaseManager.RewardedVideoAd Rewarded :287	Reason(=AdPoint) + defaultParams (nullable)	ShowRewardedVideo()→Show(cb)→RewardedVideoAdRewarded(true)→LogAppEvent
AdFailed	Rewarded video failed/dismissed (isSuccess=false)	MonetizationBaseManager.RewardedVideoAd Rewarded :297	Reason, defaultParams (nullable)	...→RewardedVideoAdRewarded(false)→LogAppEvent

In-App Purchase (Path B bridge + reserved)

Event	When / conditions	Where	Parameters	Call chain
purchase (reserved, no ng_)	Successful non-subscription purchase	FireBas eAnalyti csMana ger.Fire TrackP urchase :54	value(LocalizedPrice·double); currency(IsoCurrencyCode); transaction_id/item_id/item_nam e (<i>optional</i> , truncated 99)	ProcessPurchase →TrackPurchase →FireTrackPurch ase→FirebaseAn alytics.LogEvent(EventPurchase)
IAP_... (per product) e.g. IAP_CoinsS hopPack1	Same successful purchase; name from product's IAPAnalyticsText	Purcha seMana ger.Sen dAnalyti cs :535	Currency(str); Price(decimal); PriceUSD(await ConvertToUSD)	OnProcessPurch aseCompleted() →SendAnalytics()→LogAppEvent
Initializatio nFailed	IAP init failed	UnityPu rchase Manage r :1729	json payload if available CallerMethod, CallerFile,CallerLine Platform,TimeStamp NetworkReachability ProductsCount, MaxRetries, AppVersion, DeviceOS, Error, ErrorType, InitializationFailureReason, ErrorMessage, ElapsedTimeSeconds, RetryCount, StackTrace, SignInMethod	→SendFirebaseE vent→bridge→Lo gAppEvent
Initializatio nBlocked	Init blocked (guarded)	Purcha seBase Manage r :331 and UnityPu rchase Manage r :1634(n ot used)	json payload, Timestamp, ProductId, FailureReason, Platform, AppVersion, DeviceOS,Device, Error/ Price, CoinsAmountGranted/ PaymentProvider(if available)	→SendFirebaseE vent→bridge
PriceFetchF ailed	Store price fetch failed	UnityPu rchase	1. CallerMethod 2. CallerFile,	bridge

		Manager :1599	3. CallerLine, 4. ProductId, 5. Error, 6. Platform, 7. Timestamp, 8. AppVersion, 9. DeviceOS, (ifAvailabe) StoreControllerNull,IsInitialized,ProductFound,ProductAvailable,CatalogProductCount,HasReceipt,TransactionId,SignInMethod	
InitializationSuccess	IAP init OK	UnityPurchaseManager :1999	1. InitTimestamp 2. InitDuration 3. FailureCount 4. Platform 5. NetworkReachability 6. ProductsCount 7. CallerMethod 8. CallerFile 9. CallerLine	bridge
ProcessPurchaseFinished	Fired when purchase processing completes (success or failure). /// Legacy event - enhanced with time since buy attempt.	UnityPurchaseManager :885	1. ProductId 2. IsValidProcessPurchase 3. Error 4. TimeSinceBuyAttempt	bridge
UserClickBuy	User taps buy	PurchaseBaseManager :387	1. BuyClickTimestamp 2. IsInitialized 3. ProductId 4. Platform 5. Error (if available)	bridge
PurchaseFailed	Purchase failed	PurchaseBaseManager :508 and UnityPurchase	PurchaseBaseManager Timestamp, ProductId, FailureReason, Platform, AppVersion, DeviceOS, Device (Error,Price, CoinsAmountGranted, PaymentProvider (if available))	bridge

		Manager :1908	UnityPurchaseManager Timestamp,ProductId, FailureReason,Platform, AppVersion,DeviceOS,Device (Error,TransactionId,SignInMethod, Price,Currency,CoinsAmountGranted,PaymentProvider (if available))	
PurchaseCancelled	User cancelled	UnityPurchaseManager :1956	Timestamp, ProductId, Platform (Message, (if available)) TimeSinceBuyAttempt (Calculate time since buy attempt if available)	bridge
ProcessPurchaseFinished	Purchase processing done	UnityPurchaseManager :776	ProductId, IsValidProcessPurchase,Error, TimeSinceBuyAttempt	bridge
IAPProductsMissing (new added for version 2.3.1 IOS)	Getting missing ids and send to firebase	: UnityPurchaseManager.cs:137-141, inside OnProductsFetched (the store product-fetch success handler).	platform,missingCount, requestedCount, missingIds	UnityPurchaseManager->OnProductsFetched
ReceiptValidationInconclusive (new added for version 2.3.1 IOS)	During receipt validation, when the failure is not a genuine tamper signal	UnityPurchaseManager.cs:1182-1185	Platform, reason, exceptionType, message	UnityPurchaseManager->GrantOnInconclusiveValidation

Restore	when a completed/pending purchase is redelivered while onBuyProductComplete == null	PurchaseBaseManager.cs:120	ProductId, IsOnBuyProductCompleteNull, exception	UnityPurchaseManager.cs:779
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Currency

Event	When	Where	Parameters	Chain
CurrencyExchange (Standard enum, still ng_-prefixed)	Soft-currency balance changes and LastChageReason != null	Currenci esMana ger.Sen dAnalyti cs :134	1. Amount(delta); 2. Type(=Soft); 3. Reason(or "UnknownSource"); 4. CampaignName; 5. SendMode(or "None"); 6. SoftCurrencyBalance	OnSoftCurrencyCha nged()→SendAnalyt ics()→LogAppEvent

Tournament

Event	When / conditions	Where	Parameters	Notes
Tournament PopupViewed	Tournament info popup opened	PowerfulTournamentManager.ShowTournamentPopupFromMeta :420; FreeSlotTournamentManager.ShowTournamentPopup :399	1. TournamentType, 2. TournamentID, 3. EntranceFee, 4. PrizePool, 5. TimeRemainingSeconds, 6. IsAlreadyJoined	addStandardParams=true
Tournament Joined	Join committed to Firestore	TournamentManagerBase.JoinTournamentOLD :708 and .JoinTournament :946	1. TournamentType, 2. TournamentID, 3. EntranceFee, 4. PrizePool, 5. TimeRemainingSeconds	
Tournament JoinFailed	Join exception (catch)	TournamentManagerBase :722 and :970	1. TournamentType, 2. TournamentID, 3. ErrorMessage(≤99 chars)	addStandardParams=false
Tournament Left	Player leaves mid-game	TournamentManagerBase.LeaveTournament :1048	1. TournamentType, 2. TournamentID, 3. SpinCount, 4. Score, 5. TimePlayedSeconds	
Tournament PrizeClaimed	Claim button pressed (prize>0)	TournamentManagerBase.HandleClaimButtonPressed :1445; PowerfulTournamentController :641; FreeSlotTournamentController :587	1. TournamentType, 2. TournamentID, 3. Prize, 4. FinalRank	3 call sites

Tournament Completed	Cycle ended, prize calculated	PowerfulTournamentController.HandleTournamentEndedTask :604; FreeSlotTournamentController :552	1. TournamentType, 2. TournamentID, 3. Result(Win/Lost), 4. FinalRank, 5. Score, 6. SpinCount, 7. Prize, 8. TimePlayedSeconds	
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Slot / Game

Event	When	Where	Parameters
SlotGameOpened (raw string)	Slot game init	SlotGameBaseController.Init :120	game_type(slotGameType)
SlotGameLoadFailure (raw string)	Exception loading slot prefab (catch)	GameController :1464	16 raw-string params: FailureStep, SlotGameType, PrefabName, IsLocalPrefab, Details, LineNumber, MethodName, ErrorMessage, ExceptionType, Platform, DeviceModel, OSVersion, MemorySize, GraphicsMemory, GraphicsDevice, StackTrace(≤500)

Social (all params empty)

Event (ng_+)	When	Where
Rate (currently not using)	Rate-us button	SocialController.RateUs :32
Like (currently not using)	Like button (opens Instagram)	SocialController.Like :38
ShareAttempted?	Any share dialog closed (always)	SocialController.NativeSharelosCall back :118
Share?	Share succeeded	SocialController.NativeSharelosCall back :122
ShareInviteFriends (currently not using)	Deferred: logged on successful share	via _shareEvent, SocialController :121
ShareCameraScreenshot (currently not using)	Screenshot share success	CameraPopup.SharePressed :59 → deferred
InviteReferral	Referral link share success	ReferralManager.OnInviteLinkGene rated :113 → deferred
Follow	Instagram button in Settings	SettingsPopup.InstagramPressed :510

App Flow — Loading / Scene / Popup / Rotation

Event	When / conditions	Where	Parameters (count)
ServerLoadDataTimes1	Loading complete (post monetization+notif init)	LoaderControllerAnalyticsUtil.SendServerLoadDataTimesEvent :169	8 timing stamps (StartAnalyticsTimeStamp, StartLoadServerDataTimeStamp, FinishLoadServerDataTimeStamp, FinishLoadServerDataTime, StartLoadMainSceneTimeStamp, StartLoadMainSceneTime, GameControllerStartedTimeStamp, GameControllerStartTime)
ServerLoadDataTimes2	Same point (continuation)	same :207	12 parameters(AppRamUsageMB, TotalFreeRamMB, LastSessionMaxRamUsageMB, LastSessionMinFreeRamMB, AppDataSizeMB, IPAddress, LoginType, Exception, CurrentDataPrivacyLaw, IsInitialized, DeviceFreeStorage, IsNotificationsEnabled)
AppLoadingFailed	App quit/destroyed mid-load, duration ≥40s, main scene not loaded	LoaderControllerAnalyticsUtil.SendAppLoadingFailedEvent :313	LoadingDuration, AppVersion, DeviceOS, LoadingStepStuckOn, LoadingStepNumber, SignInMethod (<i>optional</i>)
Scene	Scene open (Init) / close (session tracked)	SceneController.SendAnalytics :108	SceneName, SceneState(Opened/Closed), SceneDuration
PopUp	Popup shown/closed (excludes LevelUp popups)	PopupManager.SendAnalytics :540	PopUpName, PopUpState(Opened/Closed), SceneName, PopUpDuration

GameRotation Error	Rotation/Mac-detection exception; rotation timeout	ScreenOrientation Manager :77,:164,:230; SceneLoader :348; LocationChangeM anager :256,:437,:541	ErrorCode, ErrorMessageShort, Stage, RotationMode, DurationMs, device fields
GameRotation Timeout	Rotation exceeds 5s timeout	SceneLoader.Wait ForRotationCompl eteCoroutine :358	Result(Timeout), RotationMode, DurationMs, DeviceModel
TestUser	QA mode only (IsQaModeActive)	LoaderController :315	CurrentVersion, RemoteVersion

Notifications / Config / ATT / Retention / Tutorial / Update / Integrity

Event	When	Where	Parameters
PushNotificationRequest	Push permission request completes	NotificationsManager :94	PushNotificationState(Allowed/Not Allowed)
BackGameNotificationState	Back to game notification from background and app open again	NotificationsManager.TrySendFiredNotifications :262	BackGameNotificationKey, GameInBackgroundDuration, FiredNotificationsList
BalancingSheet (not using now)	Ctor init	RemoteConfigData AnalyticsManager :15	BalancingSheetVersion
AuthorizationStatus_RequestSent (currently not using)	ATT prompt shown (iOS)	AppTrackingTransparencyManager.RequestAuthorization :94	none
AuthorizationStatus_NotDetermined / _Restricted / _Denied / _Authorized (currently not using)	ATT prompt response	AppTrackingTransparencyManager.OnAuthorizationRequestDone :114/118/122/126	none
PrestigeUserShown	Prestige popup shown	PrestigePopup.Startup :80	none
PrestigeUserClosed	Prestige Yes/No pressed	PrestigePopup :161/:172	Reason(Yes/No)
EndSession	Session ends (quit/pause)	RetentionManager.CheckAndSendCurrentSessionAnalytics :29	SessionDuration, Level, LowMemoryCount, QuitState(Quit/Pause), SoftCurrencyBalance, LastBetSize, Todays{Avg/Min/Max}BetSize, MaxRamUsageMB, MinFreeRamMB

Tutorial (currently not using)	Tutorial step start/complete	TutorialBaseManager.SendAnalytics :180	TutorStepName, TutorSubStepName, TutorState(Started/Completed), TutorType(Hard/Soft), TutorDuration
ForceUpdate	Remote version > app version	ForceUpdateManager.CheckForceUpdate :45	CurrentVersion, RemoteVersion
PlayerPrefs_CorruptionPrevented / _CorruptionRecovered / _CorruptionFallback / (currently not using) PlayerPrefs_DateTimeCorruption	PlayerPrefs corruption detected	SafePlayerPrefs.SendAnalyticsEvent :919	~18 diagnostic params (Key, DataType, Reason, Caller*, Timestamp, Stage, optional Backup*/Json*/StackTrace) · source=Firebase
FirestoreNullDataPrevented	Null/incomplete Firestore write blocked	FirestoreDataValidator.LogNullDataAttempt :291	CollectionName, DocumentId, DataType, Reason, Caller*, CurrentUserId, optional PlayerId/GroupId/IsDev/WasDev, Timestamp, Platform, StackTrace · source=Firebase

Video Launcher Package (Path B bridge) —
Packages/VideoLauncherPackage/Runtime/VideoPlayerManager.cs

Events	Where
VideoInitComplete :122, VideoPlaybackRetry :277, VideoPlaybackFailed :291, VideoPlaybackException :305, ImageDisplayRetry :399, ImageDisplayFailed :410, VersionReadError :451, VersionSaveError :471, VideoFinished :485, VideoCloseError :491, VideoActionClicked :506, VideoActionError :517	each: AnalyticsEventManager.SendFirebaseEvent(name, json) → bridge → LogAppEvent (with ng_ prefix)

Reserved / Generic

Event	When	Where
app_open (reserved, no ng_)	Firebase init callback	FireBaseAnalyticsManager ctor :24 → FirebaseAnalytics.LogEvent(EventAppOpen)
(dynamic passthrough)	PhonianAI raises arbitrary event name	PhonianAIInterfacePackage.FireAnalyticsEvent :1301 → SendFirebaseEvent → bridge