

DeviceAtlas Updates Summary

September 2025

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1. Introduction

The objective of this document is to communicate recent and forthcoming updates to DeviceAtlas customers. This update covers the following main areas: recent API updates, support for the iOS 26 release, new properties.

2. Production versions.

For best results, it is recommended to ensure that production deployments are using the latest releases per the table below. (The latest data file should also always be used; this updates daily)

Item	Version	Date
Java	3.4	27 th May 2025
.NET/ .NET Core	3.3	13 th May 2025
PHP	3.3	14 th February 2024
NodeJS	3.2.1	23 rd October 2023
Python	3.2.1	11 th April 2024
Golang (native)	3.2	14 th September 2023
C	3.3.1	9 th September 2025
Golang (C Wrapper)	3.3.1	9 th September 2025
C++ (C Wrapper)	3.3.1	9 th September 2025
C/ NGINX Module	3.3.1	9 th September 2025
C/ HAProxy Module	3.3.1	9 th September 2025
DeviceAtlas Client-Side Component	2.5.2	15 th September 2025

3. Customer notices

3.1. Cessation of serving of V2 data files

The data files required for version two of the DeviceAtlas APIs have been frozen since January 2023 (no updates to device data), but they have continued to be served to support legacy environments. These files will cease to be served on 27th October, so it is recommended to ensure that you are using V3 APIs throughout deployments. If there is a dependency on a V2 file, it is recommended to store the file locally.

3.2. Updates to casing of Vendor names

It has been identified that there are cases where a vendor/manufacture name is duplicated due to having different variations in the casing (not the spelling). It is planned to correct these progressively over time, so that the casing reflects the brand-specific casing. If it is desired to know all anticipated changes so that provision can be made for the changes in advance, please contact support@deviceatlas.com and the full list can be provided.

4. General updates

4.1. Support for iOS 26

A new version of the DeviceAtlas Client-Side Component is available to support improved resolution of iOS device models (the HTTP Headers do not contain granular model information). Groups are returned where the specific models cannot be distinguished via JavaScript; the groups reflect models which are virtually identical from hardware perspective.

The new release provides the below identification groups (showing iPhone models since 2020). Full details are at <https://deviceatlas.com/resources/clientside/ios-hardware-identification>.

Model	DeviceAtlas output
iPhone Air	iPhone Air
iPhone 17	iPhone 16 Pro/iPhone 17/iPhone 17 Pro
iPhone 17 Pro	iPhone 16 Pro/iPhone 17/iPhone 17 Pro
iPhone 17 Pro Max	iPhone 16 Pro Max/iPhone 17 Pro Max
iPhone 16e	iPhone 16e
iPhone 16	iPhone 16

iPhone 16 Pro	iPhone 16 Pro/iPhone 17/iPhone 17 Pro
iPhone 16 Pro Max	iPhone 16 Pro Max/iPhone 17 Pro Max
iPhone 16 Plus	iPhone 16 Plus
iPhone 15 Pro	iPhone 15 Pro
iPhone 15 Pro Max	iPhone 15 Pro Max
iPhone 15 Plus	iPhone 14 Pro Max, iPhone 15 Plus
iPhone 15	iPhone 14 Pro, iPhone 15
iPhone 14 Plus	iPhone 13 Pro Max, iPhone 14 Plus
iPhone 14 Pro Max	iPhone 14 Pro Max, iPhone 15 Plus
iPhone 14 Pro	iPhone 14 Pro, iPhone 15
iPhone 14	iPhone 13, iPhone 14, iPhone 13 Pro
iPhone 13 mini	iPhone 13 mini
iPhone 13 Pro Max	iPhone 13 Pro Max, iPhone 14 Plus
iPhone 13 Pro	iPhone 13, iPhone 14, iPhone 13 Pro
iPhone 13	iPhone 13, iPhone 14, iPhone 13 Pro
iPhone 12 Pro Max	iPhone 12 Pro Max
iPhone 12 Mini	iPhone 12 Mini
iPhone 12 Pro	iPhone 12 Pro, iPhone 12
iPhone 12	iPhone 12 Pro, iPhone 12
iPhone SE (3rd generation)	iPhone SE (3rd generation)
iPhone SE (2nd generation)	iPhone SE (2nd generation)
iPhone 11	iPhone 11
iPhone 11 Pro	iPhone 11 Pro
iPhone 11 Pro Max	iPhone 11 Pro Max

Access to Client-Side Component

It is recommended to use the hosted version of the Client-Side Component per below links, since this ensures updates are automatically handled, delivering ongoing optimal support for iOS device identification. These are available at the below links:

Lite version: (provides for identification of iOS device versions): <https://cs-cdn.deviceatlas.com/dacs-lite.js>.

Standard version: (returns the full client-side [property set](#)): <https://cs-cdn.deviceatlas.com/dacs.js>.

If managing/hosting the library yourselves (for example, if it is embedded in a larger JavaScript library), there are four additional properties which need to be configured:

- Usable Display Width (usableDisplayWidth)
- Usable Display Height (usableDisplayHeight)
- HTML Video AV1016M08 (html.video.av1016M08)
- User Agent Version Reference (_uaVerRef)

Process:

Name	API Name	Type
<input checked="" type="checkbox"/> Usable Display Width	<input checked="" type="checkbox"/> usableDisplayWidth	integer
<input checked="" type="checkbox"/> Usable Display Height	<input checked="" type="checkbox"/> usableDisplayHeight	integer
<hr/>		
<input checked="" type="checkbox"/> Screen Width Height	<input checked="" type="checkbox"/> screenWidthHeight	string
<input checked="" type="checkbox"/> Renderer Ref	<input checked="" type="checkbox"/> rendererRef	string
<input checked="" type="checkbox"/> Audio Ref	<input checked="" type="checkbox"/> audioRef	string
<input checked="" type="checkbox"/> HTML Video AP4X	<input checked="" type="checkbox"/> html.video.ap4x	boolean
<input checked="" type="checkbox"/> HTML Video AV1	<input checked="" type="checkbox"/> html.video.av1	boolean
<input checked="" type="checkbox"/> HTML Video AV1016M08	<input checked="" type="checkbox"/> html.video.av1016M08	boolean

1. Make sure following properties are selected for download to correctly identify iOS/iPadOS devices
 - a. `screenWidthHeight`, `audioRef`, `devicePixelRatio`, `rendererRef`, `js.webGlRenderer`, `js.deviceMotion`, `deviceAspectRatio`, `html.video.ap4x`, `html.video.av1`, `usableDisplayWidth`, `usableDisplayHeight`, `_uaVerRef`, `html.video.av1016M08`
2. Deploy the newly downloaded js file.

4.2. Rust API Wrapper

A Rust wrapper is now available as part of the C library bundle. A sample application is provided which leverages the C API build.

5. Property updates

New properties have been released as described below; these can be included in the data file download by selecting them via the Data File Options page in the 'My Account' interface when logged into DeviceAtlas.

5.1. Display Technology

Description:

Identifies the display panel technology, providing high level categories (LCD/LED/OLED/EPD) to avoid proprietary terminology.

Use case/ benefit:

Provides additional dimension to analytics, for example for assessing factors affecting UX and engagement outcomes.

5.2. Screen Refresh Rate

Description:

Identifies the refresh rate in Hertz.

Example use case/ benefit:

Enables experience optimisation according to device capabilities, especially in gaming applications.