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Maya: Good morning, and welcome to the very first edition of Apple Developer News. It's Monday, October fifth, twenty twenty-six, and I'm Maya.

Devon: And I'm Devon. This show is for the people who actually build for Apple platforms, so let's get straight into what's new for developers this week.

Maya: First up, Xcode twenty-seven point two beta, which landed with fixes that will make StoreKit testing a lot less confusing. There were three subscription testing bugs that could make your purchase tests behave differently from how you configured them.

Devon: Right. The first fix means calling clear transactions on your test session now resets introductory offer eligibility immediately, so you can actually re-test new customer flows.

Maya: The second fix makes storefront or locale changes propagate through storefront updates, so regional behavior stops hiding from your tests. And the third fix stops failed test purchases from popping up error dialogs when you have dialogs disabled.

Devon: Which matters for anyone running automated tests that deliberately simulate failed purchases. Fewer false alarms, more reliable results.

Maya: One caution on that same beta. Apple has documented a code completion crash when Xcode twenty-seven point two beta runs on mac O S twenty-seven point two beta. If you hit it, Apple says quit Xcode and run a terminal command that tells Xcode not to load the enhanced completion ranking assets.

Devon: The trade-off is that suggestions may rank differently until the preference is removed or Apple ships a fixed beta. And don't change it preemptively if you're not testing that mac O S beta. Keep betas off your critical path.

Maya: Next, the European Union fee changes took effect on October first. This is the new unified business terms Apple announced back in August.

Devon: The headline for developers: the old per-install Core Technology Fee is gone, replaced by a flat five percent Core Technology Commission on digital transactions in apps distributed outside the App Store. The initial acquisition fee and the store services fee are eliminated too.

Maya: For apps that stay on the App Store with Apple's in-app purchase system, the rate is twenty-six percent, or fifteen percent for small businesses, video partners, and long-term subscriptions. Apps that link out to complete purchases pay fifteen percent, or ten percent under those same programs.

Devon: And developers can now offer alternative payment options right alongside Apple's in-app purchase inside the app, which is a first for the E U. The European Commission welcomed the changes and says it will monitor how Apple carries them out.

Maya: Worth a measured welcome, though. We've seen big companies commit to Swift and walk away before, from I B M's Kitura to Google's own Swift for TensorFlow. Google folding Swift into its official client libraries is a real maintenance commitment, so the track record from here will tell the story.

Devon: And one quick policy note. Apple removed BitChat, Jack Dorsey's open source Bluetooth mesh messenger, from the India App Store on October third, at the direction of India's electronics ministry under Section sixty-nine A of the I T Act.

Maya: That's a reminder that platform rules can change by government order, not just by Apple's guidelines. If you ship in India, keep an eye on compliance notices.

Devon: That's the first edition in the books. We'll be back tomorrow morning with more from the developer world.

Maya: Until then, happy shipping. See you tomorrow.