

Tuesday, October 6, 2026

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Maya: Good morning, and welcome to Apple Developer News for Tuesday, October sixth, twenty twenty-six. I'm Maya.

Devon: And I'm Devon. It's a beta-heavy morning across almost every Apple platform, so let's get straight into it.

Maya: First up, Apple seeded a fresh round of third developer betas yesterday. That means i O S twenty-seven point two beta three, iPad O S twenty-seven point two beta three, mac O S twenty-seven point two beta three, T V O S twenty-seven point two beta three, vision O S twenty-seven point two beta three, and watch O S twenty-seven point two beta three, all landing together on Monday.

Devon: This third round looks like the polish phase. Beta two had the headline changes, so beta three is mostly about bug fixes and refinements. If you've been waiting for a stable enough build to do serious testing, this is the one worth putting on a test device.

Maya: Among the changes already in this cycle, the redesigned Health app is live in the i O S beta, and Group FaceTime gets a new dual capture mode that grabs both cameras at once. On the Mac, Apple has refreshed its developer release notes alongside the builds, so it's worth scanning the known issues list before you install.

Devon: And here's the one with the most developer impact. Siri A I language support in i O S twenty-seven point two now includes French, Japanese, Korean, Portuguese, and Spanish. That's five new languages, all arriving in a single beta cycle.

Maya: If your app uses Siri intents, App Intents, or any Apple Intelligence language feature, these are five new locales you can now test against. And if your app localizes into any of them, you can finally hear how your content sounds through Siri before your users do.

Devon: Second story. Alongside the betas, Apple released Xcode twenty-seven point one release candidate, build twenty-seven A nine two seven five. This is the release candidate of the iPhone Duo toolchain, which means the developer tools for the foldable are nearly final.

Maya: Quick refresher on the timeline. iPhone Duo was announced on September ninth, it opens for pre-orders on October sixteenth, and it ships to customers on October twenty-third, starting at one thousand nine hundred ninety-nine dollars.

Devon: The R C gives developers roughly two and a half weeks with final-quality tools before the device is in customers' hands. The simulator in Xcode twenty-seven point one reproduces the device's different poses and orientations, so you can fold, unfold, and rotate your app to see how it responds.

Maya: Apple's guidance is straightforward. Existing apps keep working without changes, apps built with the i O S twenty-seven S D K get better resizing behavior, and

designing for the foldable form factor. If you're shipping anything with a custom layout, now is the week to get a review.

Maya: And one more thing to file away. Because iPhone Duo ships with i O S twenty-seven point one while everyone else moves to twenty-seven point two, your beta strategy needs two lanes. Test twenty-seven point two on existing devices, and keep a lane open on twenty-seven point one if your users will be opening your app on the Duo at launch.

Devon: That's the roundup for today. Betas across the board, the Duo toolchain nearly final, and new Siri languages to play with. We'll be back tomorrow morning with more from the developer world.

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