

Monday, October 5, 2026

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Maya: Welcome to the very first episode of Vision Pro News. I am Maya.

Devon: And I am Devon. It is Monday, October fifth, twenty twenty-six, and this is your daily look at Apple's headset and the world of spatial computing.

Maya: We are kicking things off with something every Vision Pro owner should do today: install the vision O S twenty-seven point one update.

Devon: Apple pushed it out about a week ago, on September twenty-eighth, and it is the first point release since the big vision O S twenty-seven update landed on September fourteenth. The build number is twenty-four M three seventy-two.

Maya: There are no shiny new features in this one. It is all security fixes and background maintenance, which honestly makes it the most important update to install. If you have been putting it off, open Settings, tap General, then Software Update, and let it run while the headset charges.

Devon: Good advice. Now for something developers will care about: Apple is testing a new way to talk to Siri on the headset. The vision O S twenty-seven point two beta, now on its second beta, adds gaze-based Siri activation.

Maya: That is a fun one. Instead of saying hey Siri, you just look at Siri and start talking. She is pinned in your space, you glance at her, and she knows you mean her.

Devon: It fits the whole eyes-and-hands philosophy of the headset. The beta is available to developers now, and it hints at where Apple wants the interaction model to go: less wake word, more intent.

Maya: Speaking of developers, here is the biggest platform news of the fall: vision O S twenty-seven opened up headset tracking to third-party accessories.

Devon: Right. For the first time, outside companies can build tracked controllers and tools for the Vision Pro, with tracking running at up to ninety hertz. Apple's developer documentation describes a spatial accessory as combining infrared L E Ds and an inertial measurement unit for precise six-degrees-of-freedom tracking.

Maya: Manufacturers including D F Robot and Mikro E are expected to release reference hardware and development kits later this year. So if you are a developer, you can finally start building for proper game controllers, styluses, and tool handles with buttons and haptics.

Devon: It is the same basic recipe Meta uses for its Quest controllers, but Apple is publishing it as an open platform instead of shipping its own controller. That is a real shift, and it could unlock the kind of high-motion gaming and precision work that eyes and hands alone cannot do.

Maya: And since this is our first episode, a quick refresher on what vision O S twenty-seven itself brought last month: Siri A I with personal context and onscreen awareness. Visual Intelligence for asking questions about what you are looking at.

twenty twenty-eight. The software, though, keeps moving.

Devon: That is the show for today. If you are building for vision O S, we want to hear what you are working on. We will be back tomorrow with more from the world of spatial computing.

Maya: Thanks for listening to the inaugural episode of Vision Pro News. We will see you tomorrow.