

# iOS SDK Release Notes for iOS 10 beta 3

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# Introduction

iOS SDK 10.0 beta 3 provides support for developing iOS apps. It's packaged with a complete set of Xcode tools, compilers, and frameworks for creating apps for iOS and OS X. These tools include the Xcode IDE and the Instruments analysis tool, among many others.

With this software you can develop apps for iPhone, iPad, or iPod touch running iOS 10. You can also test your apps using the included Simulator, which supports iOS 10. iOS SDK 10.0 requires a Mac computer running OS X v10.10.3 (Yosemite) or later.

This version of iOS is intended for installation only on devices registered with the Apple Developer Program. Attempting to install this version of iOS in an unauthorized manner could put your device in an unusable state.

For more information and additional support resources, visit <http://developer.apple.com/programs/ios/>.

## Bug Reporting

For issues not mentioned in the Notes and Known Issues section, please file bugs through the Apple Developer website <https://developer.apple.com/bug-reporting/ios/>. Additionally, you may discuss these issues and iOS SDK 10.0 in the Apple Developer Forums at <https://forums.developer.apple.com/community/beta/ios-10-beta>. To get more information about iCloud for Developers, go to <http://developer.apple.com/icloud>.

## Autosubmission of Diagnostic and Usage Data

By default, the iOS 10.0 beta 3 automatically sends anonymous diagnostic and usage data back to Apple. This includes information about crashes, freezes, kernel panics, and information about how you use Apple and third-party software, hardware, and services. This information is used to help Apple improve the quality and performance of its products and services. You can stop autosubmission of diagnostics and usage data by going to Settings > Privacy > Diagnostics and Usage > Don't Send.

## Functionality not in iOS 10 beta 3

- Faces in the Photos app do not sync across your devices.
- Functionality that requires adoption from App Store apps, such as iMessage apps, SiriKit, and Maps extensions, will not be available until those apps are able to adopt and submit to the Store.

## Fixed in this Release

### App Store

While testing an In-App Purchase in the sandbox with hosted content, the password dialog appears every time the app is brought to the foreground while the download is still in progress.

### Apple Pay

When adding a new payment card to Apple Pay, an incorrect expiration date or security code (CVV) entry will terminate the card provisioning process.

### Apple Pencil

Pairing a new Apple Pencil may not work on the Home or Lock screen.

### Audio

Audio playback may stop if haptic feedback occurs while audio is routed through the internal speaker.

### Binary Compatibility

On iPad only, if you're not logged into iCloud, you may experience hangs creating new documents in Pages.

### CarPlay

- On some head units, the Now Playing list may show as empty.
- You may encounter difficulty triggering Siri via steering wheel controls.

### CoreImage

The input and output data for the `CIImageProcessor` API is now ordered so that the upper-left-most pixel is the first byte in the buffer.

### Exchange

On a newly set up device, Exchange accounts set up via setup assistant may not sync until the device is restarted.

## iBooks

If you are unable to show or listen to a purchased audiobook in your iBooks library after deleting it from a custom collection, force quit and relaunch iBooks or sync with iTunes.

## iCloud Backup and Restore

iCloud Restore now supports TestFlight beta apps container restores.

## Keyboards

Occasionally, the keyboard may not appear in Settings during Two-Factor Authentication.

## Lock Screen

If “Chinese” is selected in Settings > Calendars > Alternate Calendars, the Chinese lunar calendar will display on the lock screen in mixed numerals.

## Messages

- When a third party message bubble is selected with the extension in the foreground, `willSelectMessage:conversation:` and `didSelectMessage:conversation:` are not triggered.
- When trying to debug a Messages Extension, wait until the Xcode debug navigator shows “waiting to attach” before launching your extension.
- Tapping and holding on a sticker does not initiate the Peeling animation.
- When an extension transitions from Expanded Presentation Style to Compact, it might have an additional offset on the top in the Compact Presentation view.
- `#images` is shown in Messages for unsupported locales and fails to load.
- Accessibility labels set to third party messages are not spoken when VoiceOver is enabled.
- In some circumstances, Messages extensions download and install but require going into the Manage tab to enable the extension.
- For devices running in RTL configurations, the photo browser in Messages shows a gray box until users swipe to the right within the browser.

## Music

Apple Music members in China may need to force quit Music to view the app after updating to iOS 10 beta 2.

## Notes

Adding an attachment, deleting, or moving notes may cause Notes to quit unexpectedly.

## Phone

- When iPhone is on CS/VoLTE, relay calls answered on alternate devices do not have DL audio and the call may drop after 30 seconds.
- When dialing the SIM-less emergency number 08, the Phone app UI does not display the calling screen even when a successful connection is made.
- After resetting device settings using Settings > General > Reset > Reset All Settings, carrier and network settings are removed and the device does not display a Carrier bundle version in Settings > General > About nor connect to LTE networks.
- When ending a 911 call, the UI displays a Call Failed screen.
- After enabling or disabling Call Forwarding or Call Waiting, the UI preference may not retain its current state after exiting the Settings screen; however, the selected option remains in effect.
- When attempting to hand off a relay call from Apple Watch to iPhone while on the lock screen, your call may be dropped.

## Photos

Memories movies viewed with iOS 10 beta 1 may include different photos and videos when viewed again with iOS 10 beta 2.

## Privacy

After a user logs into their iTunes account, they are no longer able to reset their Advertising Identifier.

## Siri

- Audio playback may occasionally pause and can be resumed manually in the affected app. Additionally, navigation in Maps may play back alert tones instead of voice output. Invoking and dismissing Siri should allow voice output to resume.
- Occasionally, there will be no voice over for a Siri response if Siri Voice is set to Australian English.

## SiriKit

- `INInteraction` objects provided to Intents UI extensions do not have the `INIntentResponse` and `INIntentHandlingStatus` properties populated.
- `INPaymentMethod` is not valid and will be removed from `INRequestPaymentIntent` and `INRequestPaymentIntent`.
- SiriKit app extensions are not asked to handle an intent unless the extension implements the method for confirming the intent and returns a “Ready” response code.

## UIKit

In iOS 10, the pasteboard can only be accessed from the main thread. This can cause some apps to crash if they assume they won't get `nil` back on pasteboard access outside the main thread.

# Notes and Known Issues

## Accessories

### Known issue

Devices may panic when using iPhone 6s Smart Battery Case.

## App Store

While testing In-App Purchases in the sandbox, the first authentication dialog may appear twice.

**Workaround:** Fill each of the authentication dialogs.

## Apple TV

When setting up an Apple TV using Tap to Setup on an iOS device, you may not be able to proceed beyond the Network Connected screen.

**Workaround:** Tap the Menu button to go back, then proceed forward through the setup process again.

## AVFoundation

### Note

In iOS 10 beta 3, the names of the optional `AVCapturePhotoCaptureDelegate` methods `didFinishProcessingPhoto` and `didFinishProcessingRawPhoto` were changed to `didFinishProcessingPhotoSampleBuffer:previewPhotoSampleBuffer:resolvedSettings:bracketSettings:error:` and `didFinishProcessingPhotoSampleBuffer:previewPhotoSampleBuffer:resolvedSettings:bracketSettings:error:`, respectively. Code that uses the previous names (such as the WWDC version of the *AVCamManual* sample project) will continue to compile, but the older delegate callbacks will not execute.

## Binary Compatibility

- Apple reserves two-letter prefixes for use in framework classes. When naming your own classes, please use a three-letter prefix. The guidelines can be reviewed here:

<https://developer.apple.com/library/ios/documentation/Cocoa/Conceptual/ProgrammingWithObjectiveC/Conventions/Conventions.html>

Failure to follow these guidelines could result in your app crashing during beta software releases.

- Upon recompiling with iOS 10.0, calling `[NSObject valueForKey:]` with a `nil` key throws an exception. Previously, this led to undefined behavior; now, it causes your app to crash.
- Referencing a system font by name in a call to `+ [UIFont fontWithName:size:]` causes a crash. For more information, see <https://developer.apple.com/videos/play/wwdc2015/804/>
- To improve customer privacy, `https://` URLs, `NSURLSession`, and `NSURLConnection` no longer support RC4 cipher suites during the TLS handshake. Affected apps and services should upgrade web servers to use more modern cipher suites.
- Apps may hang if they change a superview's geometry in `viewWillLayoutSubviews` or `layoutSubviews`.



- `NSURLConnection` disallows connections that use TLS protocol versions lower than the protocol version specified by an ATS policy via the `NSErrorMinimumTLSVersion` or `NSThirdPartyExceptionMinimumTLSVersion` keys. Affected apps and services should upgrade web servers to use more modern TLS protocol versions.
- Third party apps may not be able to play back Music if the Music app has been removed.

**Workaround:** Restore the Music app from the App Store.

## Bluetooth

Some customers using Bluetooth Low Energy-based hearing aids with an iPhone that is also connected to an Apple Watch may hear occasional audio dropouts or skips.

## CarPlay

- You may experience disconnects while connected to CarPlay.
- Audio apps in CarPlay sometimes display a black screen or error message.
- Siri audio may cut out while reading Messages.

## Cellular

When using apps that require data connections, users of iPad without an active data plan may not see a modal pop up reminding them to purchase a data plan.

## CFNetwork HTTPProtocol

The `NSMutableURLRequest` class requires that the `HTTPBodyStream` property be an unopened stream, and the `NSURLConnection` and `NSURLSession` classes now strictly enforce this unopened stream requirement. Affected apps should ensure that any `NSInputStream` that is provided has not yet been opened.

## CloudKit

Long-lived operations return the error, "You don't have permission to save the file."

## FaceTime

- FaceTime calls between this beta and older iOS and macOS betas is not supported. Please update your Mac and iPhone to the latest version.
- Upgrading an audio call to a FaceTime video call does not route audio to the built-in speaker; instead it continues to route to the receiver.

**Workaround:** When using iOS 10 beta 3, manually end audio calls before starting FaceTime video calls.

## HomeKit

Adding WAC HomeKit accessories might fail using the Home app if the network credentials are not first provided using the Settings > Wi-Fi > Set Up New Device option.

**Workaround:** If adding such a HomeKit accessory fails, provide the network credentials using Settings > Wi-Fi > Set Up New Device. After the accessory has joined the network, the accessory can be added using the Home app.

## libdispatch

Libdispatch asserts if there is a hang detected due to a deadlock in `dispatch_barrier_sync`.

## Lock Screen

- Scrolling horizontally on the lock screen may be difficult or not work (touch input can be blocked by lock screen elements such as Music controls and album art).

**Workaround:** Scroll in an empty region of the lock screen.

- Sliding up on the Continuity icon (bottom left corner) does not work.

**Workaround:** Slide from outside of the Continuity icon, on the right side.

## Messages

- When `UISearchController` and `UITableViewController` are used in Messages extensions, their content can be hidden below the top bar.

**Workaround:** Use insets of around 80px on top and 40px on the bottom.

- In Simulator only, when `localizedChangeDescription` in the `insertMessage:` `localizedChangeDescription:completionHandler:` method is set to `$localParticipantIdentifier.UUIDString`, the `$localParticipantIdentifier.UUIDString` is not replaced with the user's Messages ID, and the UUIDString is printed as-is.
- When the Messages app in Simulator is force quit, message history is lost.
- When a `UIAlertController` object is presented in a Messages extension, it is truncated by the bottom bar of the extension.
- If a sign-in dialog is displayed while performing an in-app purchase or attempting to buy content from the store, or the store or the extension will be dismissed.
- Search hints in iOS 10 beta 2 continue to show hints from the iTunes Store, but returned search results are for the Messages Store.
- When launching an iMessage app extension from iOS Simulator, the app extension may be blank and stop responding to touch input.
- When using a hardware keyboard, you may be unable to enter text for the poll creation plug-in.  
**Workaround:** Use the on-screen keyboard.
- The local participant UUID is the same for both conversation participants in the Simulator only.  
**Workaround:** Use a device to test UUID comparisons.
- Photo thumbnails in Messages may draw with incorrect zoom, resulting in gray padding surrounding images.

- When reading messages, Siri does not accurately describe new message types or features.

## Mobile Device Management

Starting in iOS 10, SCEP payloads no longer default to MD5 if a SCEP server fails to return a CACaps or does not claim capability for SHA-1, SHA-256, or SHA-512 in CACaps.

If a SCEP server does not respond to GetCACaps, SHA-1 will be assumed and used for the SCEP attempt.

If the SCEP servers respond to GetCACaps, the server needs to note they have SHA-1, SHA-256, or SHA-512 capability or the SCEP enrollment request is failed due to insufficient capabilities.

See the WWDC 2016 session What's New in Managing Apple Devices for more information.

## Music

Notes about Apple Music in iOS 10 beta 3:

- Recently Played in For You may not refresh instantly.
- Tapping on the name in Now Playing does not yet take you to the album page.
- Music app does not yet remember where you were or what was playing if the app was force quit.
- `MPMediaPickerController` may not display as expected.
- Deleting Apple Music may prevent certain accessories from playing audiobooks, podcasts, and more. Download Apple Music from the App Store to restore playback.
- The today widget for music may not show all recently played music.

When connected to a car, certain features may not work as expected:

- The current song may not update while listening to Apple Music radio stations.
- Editing Up Next may unexpectedly disrupt playback.
- While using CarPlay, View All Stations does not yet display all stations.

## Notifications

Notification content extension view controllers are not being released, so extensions may crash during development when memory limits are reached for extensions.

## NSUserActivity

An `NSUserActivity` object may not have any `userInfo` after handoff.

**Workaround:** Explicitly call `becomeCurrent` on the activity object.

## Performance

Some devices may experience performance issues, such as hangs and frame drops.

## Phone

- Voicemail transcription (beta) is available on iPhone 6s, iPhone 6s Plus, and iPhone SE with Siri language set to English (United States).
- Call Handoff to iPhone from a secondary device such as Mac or iPad may not work or be accessible from the App Switcher.

## Photos

- People syncing is not enabled via iCloud Photo Library in iOS 10.
- Memories, Related, People, and Scene are not supported on 32-bit devices.
- Thumbnails of screenshots taken on 9.7-inch iPad Pro will display with inverted colors. Screenshots sent to other devices also display thumbnails with inverted colors.

## Safari

WebGeolocation now requires a secure (HTTPS) website to work on both iOS and macOS to prevent malicious use of location data.

## Settings

In Settings > Cellular Data, per-app settings may not persist after enabling/disabling.

## Siri

- Siri may not provide the desired response when a request requires a removed app.
- When using US English Siri voices, certain numbers are read incorrectly. This occurs when the number is at the beginning of a phrase, such as Turn-by-Turn Navigation announcing the destination address. The screen continues to display the number correctly.
- In some cases Siri may fail to make emergency calls when asked.

**Workaround:** Use the emergency dialer or the Phone app to place emergency calls.

## SiriKit

- The identifier property on `INIntent` may not change between Siri requests.
- `needsMoreDetails(for:)` resolution result does not currently work.

## Swift Playgrounds

Swift Playgrounds is a brand new app designed to help people learn to code with Swift 3. It offers downloadable content, including Learn to Code Part 1—which teaches the fundamentals of coding in Swift—and additional challenges you can explore. You can also experiment on your own by creating playgrounds based on the templates, create a blank playground, or open playgrounds created in Xcode.

Swift Playgrounds is included with iOS 10 beta 3.

Swift Playgrounds beta 3 contains Learn to Code Part 1. Learn to Code Part 2 is coming in later releases.

Fixed in iOS 10 beta 3

- File literals are supported.
- Cellular downloads are supported for Learn to Code and Challenge content.

## Notes

- Playgrounds that are not stored in iCloud will not be retained when upgrading to the version of Swift Playgrounds available in the App Store this fall. To keep your playgrounds, either turn on iCloud, or use the share sheet to AirDrop, Message, or email your playground for backup on another computer or device before moving to the final release of Swift Playgrounds.
- Swift Playgrounds beta 3 uses Swift 3 (swiftlang-800.0.33.1). Code written using other versions of Swift may not work in Swift Playgrounds beta.
- Playgrounds created with Swift Playgrounds beta 1 or beta 2 do not execute correctly in Swift Playgrounds beta 3. Similarly, playgrounds made available for Swift Playgrounds beta 3 do not execute correctly when run on Swift Playgrounds beta 1 or beta 2.
- Swift Playgrounds on iPad does not keep track of whether you've expanded an inline Quick Look for values in the editor. For example, if you edit a Swift 3 playground that had an expanded Quick Look, Quick Looks are collapsed when you save.
- AVFoundation is available, but input capture returns nothing. For example, `AVCapturePreviewLayer` is always a blank transparent layer.
- GameController framework is available and appears to successfully connect to controllers, but button handler blocks are never called.

## UIKit

### Notes

- Prior to iOS 10, it was possible to override `[UIStackView initWithArrangedSubviews:]`, but this was intended as a convenience initializer and implemented as such. We have now enforced this in the headers. As a result, Swift clients can no longer override this method, because Swift initializer rules prevent the override of a convenience initializer.
- In iOS 10, UIKit has updated and unified background management for `UINavigationController`, `UITabBar`, and `UIToolbar`. In particular, changes to background properties of these views (such as background or shadow images, or setting the bar style) may kick off a layout pass for the bar to resolve the new background appearance.

In particular, this means that attempts to change the background appearance of these bars inside of `-[UIView layoutSubviews]`, `-[UIView updateConstraints]`, `-[UIViewController willLayoutSubviews]`, `-[UIViewController didLayoutSubviews]`, `-[UIViewController updateViewConstraints]`, or any other method that is called in response to layout may result in a layout loop.

In some cases you can break these layout loops by ensuring that you always use the same object instance when objects (such as `UIImage` or `UIColor`) are required. But in general you should avoid doing this.

Because all appearance parameters are now resolved at one time, there may be some cases where your bar's appearance has changed. In general, best results are obtained by specifying as little as possible for customizing your bar. For example, if you are specifying a `barTintColor` value and specifying an empty `UIImage` object for the `backgroundImage` property (as is the case when you call `[UIImage new]`, for example) then you should get better results by specifying only the `barTintColor`. Any changes you make to resolve these issues in iOS 10 should also work

correctly in iOS 9—if this is not the case, please report bugs with a sample project and a screenshot indicating what the bars should look like.

- In iOS 10, there is a slight `UIGestureRecognizer` behavior change when removing a currently recognizing (that is, midflight) gesture recognizer from its `UIView`. Previously, removing the gesture recognizer midflight would not explicitly cancel the gesture recognizer, allowing you to re-add the gesture recognizer back to the same view or to a different view. In iOS 10, calling `–[UIView removeGestureRecognizer:]` on the view of a midflight gesture recognizer explicitly cancels the gesture recognizer. If a user desires to change the view of a midflight gesture recognizer, you can simply call `–[UIView addGestureRecognizer:]` on the view you wish to move the gesture recognizer to.
- Presented view controllers can now affect the status bar appearance even if they were presented from a view controller that did not affect the status bar (for example, a popover). By default, custom view controller presentations are assumed to not affect the status bar; use the `modalPresentationCapturesStatusBarAppearance` property on `UIViewController` to allow a presented view controller to participate in status bar appearance.
- It has always been a requirement that `UIViewController` subclasses call super's implementation of `–awakeFromNib` from their own overrides. Starting in iOS 10, `–awakeFromNib` is correctly annotated with the `NS_REQUIRES_SUPER` attribute to detect implementations that fail to obey this requirement. To fix this warning, ensure that all code paths of your override call `[super awakeFromNib]`.
- When running on iPad, the background color set for a `UITableViewCell` in a Storyboard is now respected.
- Starting in iOS 10, `UITableViewHeaderFooterView` supports `NSCoding` so if a view with this class is in a XIB, it now decodes correctly. The consequence is that apps may exhibit some extra content for these views which did not appear before due to the bug that was fixed.
- For very wide table views where cell layout margins have been automatically increased to follow the readable width, separator insets are now interpreted relative to these left and right margins instead of from the edges of the table view.
- The coalescing of `UITouch` delivery has been significantly improved, especially in cases where users would both touch the screen and use Apple Pencil at the same time on iPad Pro and the app wasn't able to process them at the incoming rate. In certain scenarios, events still can come in at a higher rate than the display refreshes. This is expected, and your app should anticipate this and handle accordingly.
- In iOS 10, windows that are not full screen do not affect status bar appearance.
- Sending `–layoutIfNeeded` to a view is not expected to move the view, but in earlier releases, if the view had `translatesAutoresizingMaskIntoConstraints == false`, and if it was being positioned by constraints, `–layoutIfNeeded` would move the view to match the layout engine before sending layout to the subtree.

These changes correct this behavior, and the receiver's position and usually its size won't be affected by `–layoutIfNeeded`.

Some existing code may be relying on this incorrect behavior that is now corrected. There is no behavior change for binaries linked before iOS 10, but when building on iOS 10 you may need to correct some situations by sending `–layoutIfNeeded` to a superview of the `translatesAutoresizingMaskIntoConstraints == false` view that was the previous receiver, or else positioning and sizing it before (or after, depending on your desired behavior) `–layoutIfNeeded`.

- Third party apps with custom `UIView` subclasses using Auto Layout that override `layoutSubviews` and dirty layout on self before calling super are at risk of triggering a layout

feedback loop when they rebuild on iOS 10. When they are correctly sent subsequent `layoutSubviews` calls they must be sure to stop dirtying layout on self at some point (note that this call was skipped in release prior to iOS 10).

- Flippable images work by having two images in an asset, each with a different directionality trait. When you create a derived `UIImage` object using the `–initWith...` methods, it is no longer associated with the image asset it came from. To create a flippable template image at runtime, use `UIImageAsset`.
- The source of the `UIContentSizeCategoryDidChangeNotification` notification is now `UIScreen.main()` instead of `UIApplication.shared()`.
- There are two properties in the `UIViewPropertyAnimator` class and one method in the `UIViewAnimating` protocol that are unavailable in iOS 10 beta 1.

`UIViewPropertyAnimator`:

```
@property(nonatomic, getter=isManualHitTestingEnabled) BOOL  
manualHitTestingEnabled;
```

```
@property(nonatomic, readonly) NSTimeInterval delay;
```

`UIViewAnimating`:

```
(void)startAnimationAfterDelay:(NSTimeInterval)delay;
```

#### Known issues

- When running in the iPad Pro (9.7 inch) Simulator, the trait collection of `UIScreen.mainScreen` has a `displayGamut` of sRGB instead of P3, and image assets with wide-gamut content are missing. This affects image assets with images in the P3 slot as well as images with just an Any slot that contains wide-gamut content. These issues do not affect apps running on device.
- 3D Touch haptics do not play unless Keyboard Clicks are turned on in Settings > Sounds.
- A `UIPreviewActionItem` object created with `UIPreviewActionStyleSelected` do not appear with the selected style.
- The `didReceiveLocalNotification:` and `didReceiveRemoteNotification` methods are not called for default action if the app is already running.
- When `UITextField.adjustsFontSizeToFitWidth` is set to `true`, `UITextField` now scales different fonts inside an attributed string set in `attributedText` instead of scaling the font and applying it to the whole string. This means font information is no longer lost when auto-scaling.
- The `–[UIImage initWithHorizontallyFlippedOrientation]` method is missing from the `UIImage` interface in iOS 10 beta 1.
- Flippable or direction-specific images assigned to a `UIButton` object's image do not flip.

**Workaround:** For images in asset catalogs, set the image asset's Render As setting to Original Image. For images created in code, set the image's `renderingMode` property to `.AlwaysOriginal` before adding it to the `UIImageAsset`.

- Defaults to NO. Set if you need to manage the hit testing of animating view hierarchies

```
@property(nonatomic, getter=isManualHitTestingEnabled) BOOL  
manualHitTestingEnabled;
```

- The `changeCount` does not update for `pasteboardWithName` and `pasteboardWithUniqueName`.

- In iOS 10, when you set the `borderStyle` property on a `UITextField` object to `.none`, `clipsToBounds` is also set to `false`, to accommodate text with extended diacritics such as Hindi and Arabic.

If you need your text field to clip and use no border style, set `clipsToBounds` to `true` after setting `borderStyle`.

Setting any of the other border styles does not affect the value of `clipsToBounds`.

## Wallet

Passes in Wallet may display graphical artifacts.

## Widgets

- The first time you debug a widget (that is, a Today extension) on a device, it does not show as a possible extension.

**Workaround:** Debug again for the extension to show up.

- Widgets do not work in the Simulator on subsequent installs.

**Workaround:** Erase Content & Settings between installs.

## Xcode

- Setting the `DYLD_PRINT_STATISTICS` environment variable in Xcode does not work for iOS devices in iOS 10 beta 1.
- On the first launch after a device settings erase, the hardware keyboard appears to be toggled and the menu state does not appear to be correct.

**Workaround:** Select and then deselect the hardware keyboard menu.

- If there is a space in the name of the Xcode app or any ancestor folder, the Simulator fails to launch and asset catalogs fail to compile.

**Workaround:** Avoid using spaces in Xcode app names. Additionally, Xcode should reside in a path with no spaces.

- If a `StickerSequence` is added to a sticker pack and left blank, or if frames of different sizes are added, the sticker pack app is blank when deployed.

**Workaround:** Add sticker frames of the same size.

- If a messages extension in Swift is re-deployed, the code changes are not reflected and a debug session is not established.

**Workaround:** Delete extensions on the device before each re-deploy.

- Date pickers created in Storyboards may not lay out properly.
- Occasionally, using Command-Shift-HH from the Home screen does not invoke the app switcher.

**Workaround:** Launch any app before using Command-Shift-HH.