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Keystone MacCentral
July Program

July 19, 2022 07:00 PM

Please see your membership email for the links
to this month's Zoom meeting or email us
at KeystoneMacCentral@mac.com.

During our program this month we plan
to discuss iCloud keychains or how to
share passwords among your devices
using cloud storage.

We have virtual meetings via Zoom
on the third Tuesday of each month.

Emails will be sent out prior to each meeting.
Follow the directions/invitation each month
on our email — that is, just click on the link
to join our meeting.

Contents

By Josh Centers

The Real System Requirements
for Apple's 2022 Operating Systems

Apple has released new versions of its operating systems to developers, with public betas slated for July 2022 and releases likely in September or October of this year. Unfortunately, some of your older devices won't get the chance to experience these upgrades. Apple is cutting out a lot of older models this year, and many of the sparkly new features require the latest and most powerful devices.

Let's first look at the basic requirements for each operating system and then dive into which models support which features.

macOS 13 Ventura Requirements

Here are the Macs that can run macOS 13 Ventura compared to the models that support macOS 12 Monterey. As you can see, Apple has dropped every Mac released before 2017.

Mac	Supported in Ventura	Supported in Monterey
iMac	2017 and later	Late 2015 and later
iMac Pro	2017 and later	2017 and later
MacBook Air	2017 and later	Early 2015 and later
MacBook Pro	MacBook Pro	Early 2015 and later
Mac Pro	2019 and later	2013 Mac Pro and later
Mac Studio	2022	N/A
Mac mini	2018 and later	Late 2014 and later
MacBook	2017 and later	Early 2016 and later

iOS 16 Requirements

The situation is fairly similar for the iPhone models that will be able to run iOS 16. It supports every model released since 2017, other than 2019's seventh-generation iPod touch, which Apple recently dropped (see "Apple Officially Discontinues the iPod touch," 11 May 2022). We include the chip powering each iPhone because some features also require specific chip generations.

iPhone	Introduced	Chip
iPhone 13/mini/Pro/Pro Max	2021	A15 Bionic
iPhone 12/mini/Pro/Pro Max	2020	A14 Bionic
iPhone 11/mini/Pro/Pro Max	2019	A13 Bionic
iPhone SE (2nd generation or later)	2020	A13 Bionic
iPhone XR/XS/XS Max	2018	A12 Bionic
iPhone X	2017	A11 Bionic
iPhone 8/8 Plus	2017	A11 Bionic

The models that support iOS 15 but aren't compatible with iOS 16 include:

• iPod touch (all models)

• iPhone SE (1st generation)

• iPhone 6s/6s Plus

• iPhone 7/7 Plus

iPadOS 16 Requirements

For the iPad, system requirements become significantly more complex, although Apple has kicked only two models off the back of the train. The table below lists the iPads that can run iPadOS 16. Note that we've broken out the different iPad Pro sizes so we can more clearly show which chips are in play, but at a base level, all iPad Pro models support iOS 16.

Device	Introduced	Chip
iPad Pro 12.9-inch (1st–5th generation)	2015, 2017, 2018, 2020, 2021	A9X, A10X Fusion, A12X Bionic, A12Z Bionic, M1
iPad Pro 11-inch (1st–3rd generation)	2018, 2020, 2021	A12X Bionic, A12Z Bionic, M1
iPad Pro 10.5-inch	2017	A10X Fusion
iPad Pro 9.7-inch	2016	A9X
iPad Air (3rd–5th generation)	2019, 2020, 2022	A12 Bionic, A14 Bionic, M1
iPad (5th–8th generation)	2017, 2018, 2019, 2020, 2021	A9, A10 Fusion, A10 Fusion, A12 Bionic, A13 Bionic
iPad mini (5th & 6th generation)	2019, 2021	A12 Bionic, A15 Bionic

The iPad models that could run iOS 15 but don't support iOS 16 are:

• iPad mini (4th generation)

• iPad Air (2nd generation)

watchOS 9 Requirements

Of the Apple Watch models that could run watchOS 8, Apple dropped only the Apple Watch Series 3 from the list of what watchOS 9 supports.

That's a little off-putting since Apple continues to sell the Series 3 to this day, meaning that you could buy an Apple Watch in the next few months and not be able to update it to watchOS 9 a few weeks later.

• Apple Watch Series 7

• Apple Watch Series 6

• Apple Watch SE

• Apple Watch Series 5

• Apple Watch Series 4

Two watchOS 9 features require specific Apple Watch models:

• Apple Watch Mirroring, an accessibility feature that lets you control an Apple Watch from an iPhone, requires an Apple Watch Series 6 or later.

• The onscreen keyboard, which is currently exclusive to the Apple Watch Series 7, supports more languages—French, German, Italian, Japanese, Portuguese, and Spanish in watchOS 9.

Mac, iPhone, and iPad Compatibility By Feature

Accessibility

The **Live Captions** feature, which automatically generates text transcripts for any audio (see "Apple Previews Upcoming Accessibility Features," 17 May 2022), requires:

• iPhone 11 or later

• iPad with A12 Bionic or later

• Mac with Apple silicon

Detection Mode in the Magnifier app, which can identify objects like doors, requires:

• iPhone 12 Pro or iPhone 13 Pro

• iPad Pro 12.9-inch (4th and 5th generation) or iPad Pro 11-inch (2nd and 3rd generation)

Camera and Photos

Machine learning will let you **lift the subject of a photo from its background** in Photos, Quick Look, Screenshot, Safari, and other apps. That will require an iPhone or an iPad with at least an A12 Bionic processor. It's supported on all Ventura-compatible Macs.

You'll be able to use **Live Text** with videos, and there is a new Live Text quick actions feature. It'll require at least an A12 Bionic on an iPhone or iPad and works with all Ventura-compatible Macs.

The Camera app in iOS 16 will let you **blur the foreground in Portrait photos** and improves the quality of Cinematic mode videos for the iPhone 13 lineup.

Continuity Camera

The capability to **use an iPhone as a webcam** requires an iPhone XR or later.

To use **Center Stage or Desk View**—which lets you show the other party your messy desk—requires an iPhone 11 or later.

Another new feature, **Studio Light**, dims the background and lights up your face to simulate external lighting, but it works only if you have an iPhone 12 or later.

Health

The iPhone's Health app has new medication-tracking capabilities that work with watchOS 9's Medications app. One of its features is the capability to **scan medicine labels**, which requires an iPhone XR or later.

Home Hub

When Apple ships the new Home app later this year, you will **no longer be able to use an iPad as a Home hub** to connect to your HomeKit accessories while away from home. Only an Apple TV or HomePod will be able to act as a hub. While this move may disappoint a few HomeKit fans, it's for the best. Restricting hubs to plugged-in devices that don't travel makes sense.

Image Search

Spotlight search in iOS 16 and iPadOS 16 can search for images in more apps, including Files, Messages, and Notes. It lets you **search for images by location, people, scenes, text, and contents**. The feature requires an iPhone or iPad with an A12 Bionic or later.

Improved Dictation

The **new dictation experience**, which lets you use dictation alongside the onscreen keyboard, requires an A12 Bionic processor or later on an iPhone or iPad.

Dictation can **add automatic punctuation** if you're using an iPhone 11 or later, an iPad with an A12 Bionic or later, or a Mac with Apple silicon.

You'll also be able to **use dictation to insert emojis**, which will require an iPhone or iPad with at least an A12 Bionic or a Mac with Apple silicon.

iPad Display Scaling

iPadOS 16 lets you **shrink user interface elements** to be smaller (increase the pixel density of the display) so you can cram more onto the screen, but it requires an iPad with an M1 processor, which includes the iPad Air (5th generation), iPad Pro 12.9-inch (5th generation), and iPad Pro 11-inch (3rd generation).

iPad Virtual Memory Swap

Virtual memory swap has been a standard feature on desktop operating systems for years. It temporarily offloads some of the contents of memory to local storage to free up RAM. iPadOS 16 will support virtual memory swap, providing up to 16 GB of memory for demanding apps, but it's available only on M1 iPads: the iPad Air (5th generation) with a minimum of 256 GB storage, the iPad Pro 12.9-inch (5th generation), and the iPad Pro 11-inch (3rd generation).

Metal 3

Apple made a big deal out of Mac gaming at the WWDC keynote when it introduced the **Metal 3 API for hardware-accelerated graphics**. On the

Mac, Metal 3 requires Apple silicon, AMD Radeon Pro Vega series, AMD Radeon Pro 5000/6000 series, Intel Iris Plus Graphics series, or Intel UHD Graphics 630. Practically speaking, as games adopt Metal 3, they'll have to specify which Macs they support.

Reference Mode

Video professionals will be able to use a 12.9-inch iPad Pro with Liquid Retina XDR display as **a color-grading display to ensure accurate colors**. It can be paired with an Apple silicon Mac through Sidecar to serve as a reference monitor.

Siri

If you've ever wondered what actions Siri can perform in an app, you'll be able to **ask Siri, "What can I do here?"** You'll also be able to **use Siri to hang up calls** and **insert emojis in texts**. Apple also expanded **offline support**, so you can control

HomeKit accessories, access the Intercom feature, and interact with Voicemail without an Internet connection. These features require an iPhone or iPad with an A12 Bionic, but they won't appear in macOS 13 Ventura.

Stage Manager

If you're excited about the new **Stage Manager** windowing feature for the iPad, be aware that it will only work with M1-equipped iPads, which means the iPad Air (5th generation), iPad Pro 12.9-inch (5th generation), and iPad Pro 11-inch (3rd generation). On the Mac, it'll work with all Ventura-compatible models.

Visual Lookup Improvements

Visual Look Up adds **recognition of birds, insects, and statues**. It'll work on all Ventura-compatible Macs, along with iPhones and iPads with at least an A12 Bionic processor.

By Josh Centers

Apple Enhances HomeKit with Sensor-Based Automations and Timed Turn Offs

Before I wrote *Take Control of Apple Home Automation*, I documented here in TidBITS how I set up my dehumidifier to turn on automatically whenever the humidity in our underground TV room rose to an unacceptable level (see "A Prairie HomeKit Companion: The Elgato Eve Room" 19 June 2017). In short, my Eve Room monitored the humidity level, and I set up an automation to turn on an Eve Energy outlet connected to our dehumidifier. At the time, the problem was that Apple's Home app didn't recognize the Eve Room as a sensor for automations, so I had to jump through some convoluted hoops with Eve's HomeKit app.

While finally updating the book (waiting for the Matter partnership to materialize might not have been the best move; see "Home Automation Standard Gets an Official Name," 17 May 2021), I took the opportunity to revisit that automation and take advantage of some subtle yet important changes to the Home app. In iOS 15.1, Apple finally made it so sensor-based automations could be triggered based on air quality, humidity, or light level (see "Apple Releases macOS 12 Monterey with iOS 15.1, iPadOS 15.1, watchOS 8.1, tvOS 15.1, and HomePod Software 15.1," 25 October 2021).

With the right sensors, this new capability can open up a world of possibilities, and if you have a lot of HomeKit accessories, you may have more sensors than you realize.

The Hidden Sensor

In my old setup, I used an Eve Room to monitor humidity. It does other neat things, too, like track

air quality and temperature. There's only one problem: I can't find it. It's small, has a screen, has to be put in a prominent place, and has little buttons on it, so my best guess is my kids starting playing with it and left it somewhere.

Thankfully, while exploring Automation settings, I discovered that my Ecobee thermostat has a hidden humidity sensor. The thermostat doesn't appear as an accessory in the Home app, but I can query Siri about the humidity in my kitchen, where the Ecobee thermostat is installed, and it shows up as a sensor for automations, which you'll see in the next section. It's not in the same room as my dehumidifier but only a few feet away. Plus, it runs off my HVAC system's power instead of a battery, so that's one less thing to worry about. And since it's attached to the wall, my kids won't mess with it.
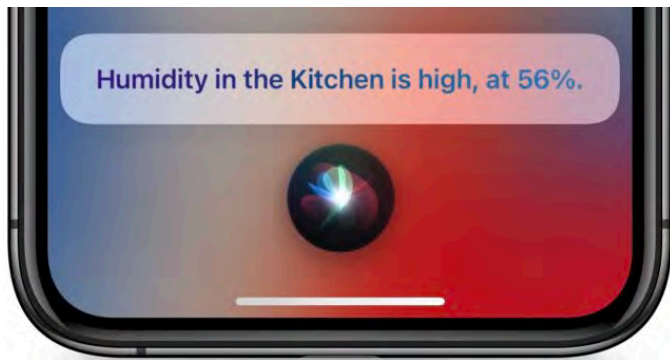

So before you go buying new sensors for automations, it's worth checking in the Home app to see if you have sensors you didn't know about.

Creating a Sensor-Based Automation

With all that out of the way, recreating my old automation turned out to be simple. If you'd like to do something similar, here's how.

Open the Home app on an iPhone, iPad, or Mac, tap the + icon (below left), tap Add Automation, and then tap A Sensor Detects Something (below right). (If that option is grayed out, you don't have any sensors available.)
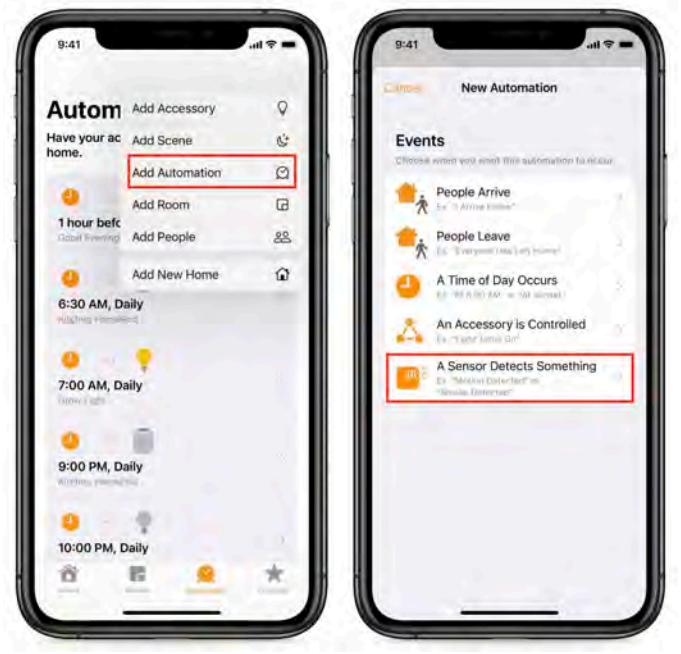
The next screen displays the available sensors in your home. Not all are well labeled—as you can see in the left screenshot below—so you have to learn how to read the icons:

- **Temperature:** Temperature

- **Green person::** Motion

- **Orange person:** Occupancy (similar to the motion sensor, but less sensitive)

- **Water drop:** Humidity

- **Wavy lines:** Air quality

Tap a sensor to select it; you can choose only one sensor per automation. Tap Next to set up how to trigger the automation (below right). The details vary for every type of sensor, but it should be easy to understand. For instance, you can set a motion sensor to trigger based on whether or not it senses motion. For humidity, you can set a humidity percentage and then set the automation to trigger if it rises above or drops below that percentage.
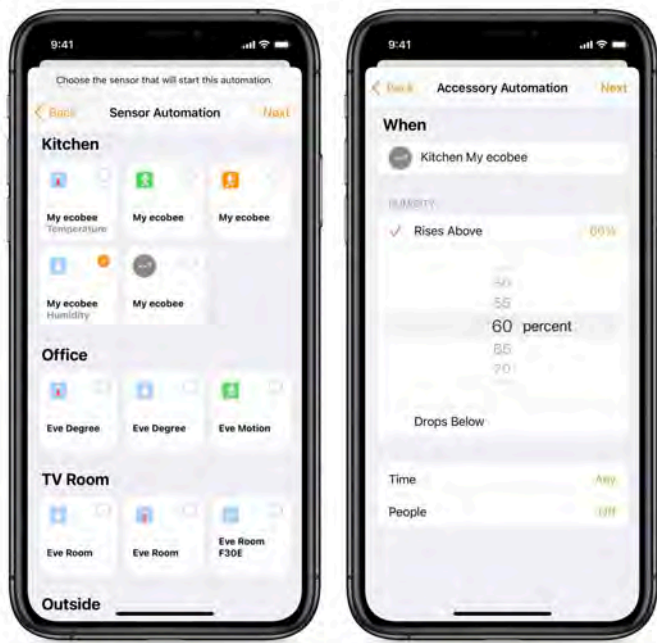
At the bottom, you see settings for Time and People, which let you fine-tune the automation. Time lets you set times when the automation can trigger. By default, that's any time, but you can set it for day, night, or specific hours. The People setting lets you trigger an automation based on who is home.

I used to caution users about the People setting because it didn't work well in situations where cellular service was weak or nonexistent, like my house. That has improved since iOS 14, so I use it more now, primarily with low-impact automations like setting my cameras to record only when we're out of the house. However, remember that Apple's definition of "people" in this case is iPhone users in your Family Sharing group, so you still have to be careful. For instance, if we set it so the lights turned off when we left home, heading out for date night could leave the babysitter and our kids in the dark.

Once you have the criteria set, tap Next for a screen of all the scenes and accessories that the automation can trigger (below left). Tap those you want to include. Don't worry yet about specifying what the accessory will do. After you have selected all the right accessories, tap Next, which brings you to the final screen (below right).

On the last screen, you can tap the top field to rename the automation, but most importantly, pay attention to the accessory tiles, which let you set what they do. For most accessories, a tap sets them to turn on or off. As with normal accessory control, you can long-press (or Control-click on the Mac) to fine-tune actions.
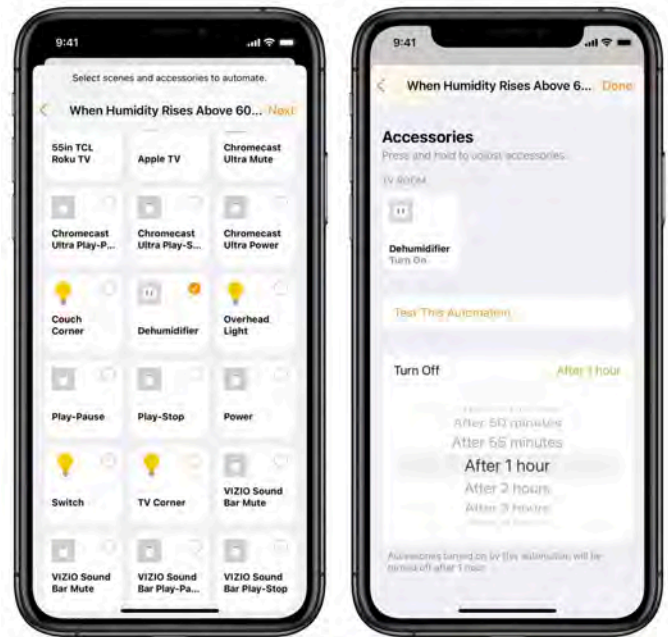
Automatically Turn Off Automations

I want to call your attention to another automation improvement that you'll find at the bottom of this final screen: Turn Off, another worthwhile enhancement that Apple has made to HomeKit automations. After an automation turns on an accessory, the Turn Off feature enables it to turn the accessory off after a specified length of time.

Turn Off turns out to be useful in many contexts. Let's say you want a motion sensor to turn on a light at night when you stumble out of bed to go to the bathroom. Previously, there was no simple way to turn that light off, but now the automation can automatically turn it off after a few minutes.

I'm using that setting to further streamline my dehumidifier system. Previously, I had set up two automations: one to turn the dehumidifier on once the humidity rose to a certain level and another to turn it off after the humidity dropped below

another level. Now, instead of the second automation, I can set the dehumidifier to turn off after an hour. If the humidity is still high, it'll kick back on.

Helpful as timed Turn Off is, it reveals a gap in the Home app's capabilities. What we really need is for automations to be able to turn themselves off in the same ways they turn themselves on. So, for humidity, it could turn on when the level rises above 60% and off when it drops below 40%. Or an automation triggered by a motion sensor could turn off a set number of minutes after motion is no longer detected.

In any case, I've hopefully given you some ideas for how to take more advantage of HomeKit in your home. 🦞

By Josh Centers

Apple Previews Upcoming Accessibility Features

Apple has previewed some [upcoming accessibility features](#) that we'll presumably see in this year's updates to Apple's operating systems. They include:

- **Door Detection:** Available on iPhones and iPads with a LiDAR scanner, Door Detection tells users who are blind or low-vision where doors are, how far they are away, whether they're opened or closed, and how you open them. Door Detection will be available in a new Detection Mode in the Magnifier app on the iPhone and iPad. (It would be a compelling feature for smart glasses.)

- **Apple Watch Mirroring**: This feature replicates an Apple Watch's display on its associated iPhone, allowing users to employ accessibility features like Voice Control and Switch Control on the Apple Watch. It will require an Apple Watch Series 6 or later.

- **Quick Actions on the Apple Watch:** In the category of accessibility features that might gain wider adoption in the broader community (see

"[iOS 14's Back Tap Feature Provides Interaction Shortcuts](#)," 24 September 2020), Quick Actions on the Apple Watch enable multi-touch gestures on the little screen. For instance, you could define a double-pinch to end a phone call or start a workout.

- Live Captions: Perhaps the most interesting of the new features, Live Captions automatically generate text transcripts for any audio content, whether a phone call, FaceTime call, videoconference, or streaming media. The subtitles are generated on the device itself, which will have to be an iPhone 11 or later, an iPad with at least an A12 Bionic chip, or an M1-based Mac. Various videoconferencing systems already do this quite successfully, and we hope that Apple can do at least as good a job. Again, there are times when subtitles would be welcome for people who are not Deaf or hard of hearing, and it's easy to imagine a jump to automatic translation in the future. (This would also be a really interesting feature for smart glasses.)

Apple also outlined a few other upcoming accessibility features, like Buddy Controller, which lets two game controllers function as one, and new customization options for the Apple Books app. Perhaps the most welcome to English speakers will be Voice Control Spelling Mode, which lets users dictate words that Voice Control Dictation gets wrong using letter-by-letter input.

We should all appreciate Apple's commitment to accessibility features because they make a world of difference for those who need them—which is all of us at one point or another—and because everyone deserves the opportunity to participate in society through technology. It seems likely that Apple invests vastly more time and effort into these features than it makes back in increased sales.

More generally, as we noted, many of these features stand to benefit those who nominally have no disability. Quick Actions for Apple Watch might become a favorite of power users, and lots of people will appreciate Live Captions when in loud environments or when talking with someone whose speech is hard to understand for whatever reason. Even Buddy Controller could be a boon to any parent whose child insists on playing a video game that's beyond their physical coordination.

In an earlier version of this article, we pondered why Apple had chosen to preview these features in advance of WWDC, but we had forgotten that Apple did the same thing last year, also to mark [Global Accessibility Awareness Day](#) (see "[Apple Announces Upcoming Accessibility Features](#)," 20 May 2021). 🗑

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iOS 16: Hands-on with over 100 new features for iPhone users [Video]

This video demonstrates a bunch of upcoming feature in iOS16. It seemed more reasonable to provide a link to the video than to transcribe all of the information. Go to the link below, and scroll down until the appropriate video appears. It is some 39 minutes long and contains an embedded commercial.

https://9to5mac.com/2022/06/22/ios-16-beta-2-homepod-beta-software/

🗑

By Josh Centers

Ten "It's About Time" Features from WWDC 2022

The WWDC keynote was a wide-ranging affair, with Apple announcing a few features, like significant Lock screen customizations, Stage Manager, and Passkeys, that will require additional time and testing even to describe, much less evaluate. And then there were other features for iOS 16, iPadOS 16, and macOS 13 Ventura that left us scratching our heads—more on those soon. But Tim Cook and company kept things grounded by unveiling some long-requested features that made us exclaim, "Finally!" We've counted ten. Are there others that made you say, "It's about time!"?

All these features are available to developers now, and Apple will be releasing public betas in July. We can expect the final releases in September or October.

Weather App for iPad and Mac

Do you need anything beyond the subhead? Since the iPad's release in 2010, users have puzzled over the lack of a Weather app, which has been a standard on the iPhone since the original model. When Apple redesigned Weather last year for iOS 15, it seemed like the company would finally bring the Weather app to the iPad. Except it didn't, which was even more puzzling since iPadOS 15 featured a weather widget that linked to the Weather Channel's website.

Apple is finally changing that with iPadOS 16, and it's bringing the Weather app to the Mac with macOS 13 Ventura as well! At long last, one of Apple's long-standing incongruities has finally been put to rest.

Multiple Stops in Maps

For years, Google Maps has let you plot out a route with multiple stops. This is especially handy for long, complex road trips where you might have to detour partway through to see the World's Largest Ball of Paint or visit an old friend. Apple's Maps will finally let you add up to 15 stops to a route. This capability won't rock your world if you already use Google Maps or don't mind redoing the route after each stop, but it's a welcome addition for those who prefer Apple's Maps, which has become a respectable competitor in its own right, even if it still insists on illegal U-turns.
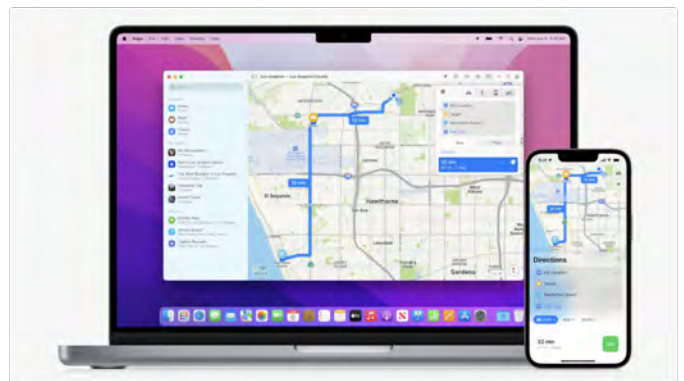
Messages Improvements

Usually, when Apple updates Messages, it adds a lot of cruft no one asked for, like Memojis or Messages apps. This year, Apple has instead added three features long-requested by users, including us in "TipBITS: Edit Slack Messages More Easily on the Mac" (11 April 2022). You'll be able to:

• Edit a message after you send it

• Undo a sent message entirely

• Mark a conversation thread as unread

As for editing and undoing the send of a message, Apple says you'll have 15 minutes to do so. Of course, these capabilities are available only for blue-bubble iMessage missives between Apple devices, not green-bubble SMS text messages sent through Messages.

Redesigned Home App

The existing Home app is… fine… if you have only a handful of accessories. But it often seems that Apple ignores its most loyal HomeKit users (like me, the guy who wrote the book on Apple home automation). The Home app doesn't scale well, and it becomes a jumbled, clumsy mess once you've filled your house with HomeKit accessories.

Apple has now rebuilt the Home app from the ground up with a new interface and better performance that the company claims will scale as you add more and more accessories. We only saw a few glimpses of the new app during the keynote, so it's hard to tell whether it will be an actual improvement, but we're hoping for the best.
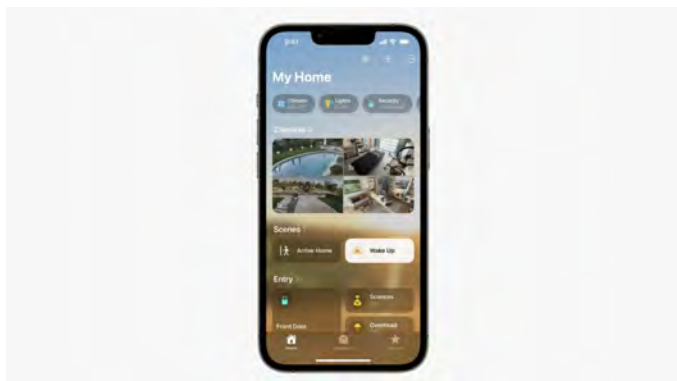
That redesign is necessary because if Matter materializes later this year, there will be many more HomeKit accessories available for you to manage (see "Home Automation Standard Gets an Official Name," 17 May 2021). Matter has been adopted by all of the major home automation vendors and will make all of them cross-compatible, at least in theory. So you'll be able to control Google Nest devices from Apple's Home app, and you'll be able to interact with HomeKit-only accessories from Android. However, Matter has been delayed repeatedly, so we're not holding our breath.


New Mail Features

Apple's long-standing Mail app may be one of the most used across its platforms, but it seldom gets the attention due its importance. Thankfully, Apple has some welcome improvements coming for Mail later this year:

• **Undo Send:** Gmail has offered the capability to undo sending a message for years, which is great for when you remember something you wanted to say just after clicking the Send button. Mail will now also let you undo sending, though you must do so within 10 seconds after sending (Gmail lets you choose a delay of 5 to 30 seconds).

• **Scheduled Send:** You'll be able to schedule when to send an email: immediately, later in the day, the next day, or a custom time. This could be especially useful if you pen an email late at night but don't want to send it out until the morning.
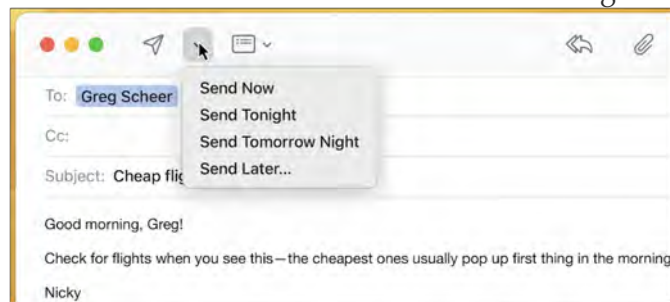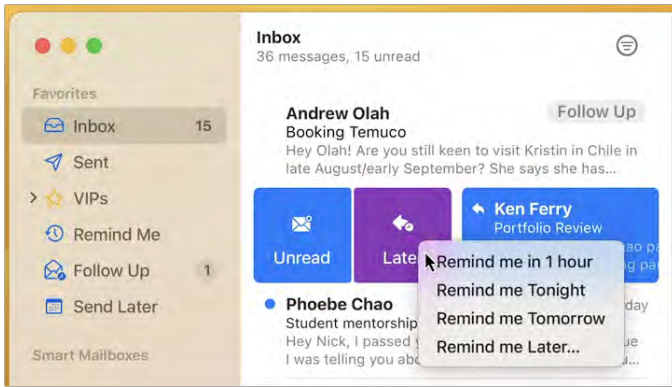

• **Followup Suggestions:** Do you ever send an email and then forget about it when you don't receive a response? Mail will now move

unanswered emails to the top of your inbox so you'll be less likely to forget them.
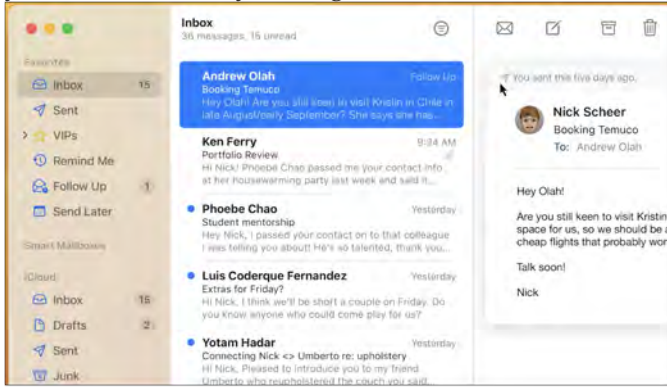
• **Remind Me:** Along those lines, you'll be able to tell Mail to remind you to respond to a message later.

• **Search Improvements:** Search is one area in which Mail is way behind Gmail and other Web-based clients. Mail will offer suggestions for recently shared documents, links, and more. It will also propose suggestions as you type your query, and if you misspell your search term, it will automatically correct it.
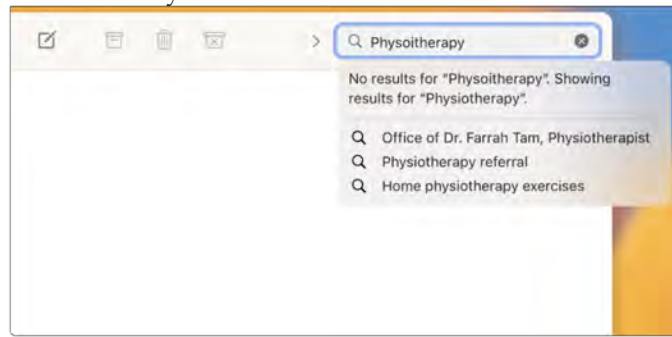

iCloud Shared Photo Library

Google Photos has had shared photo libraries for years, and now iCloud Photos is finally catching up. You will be able to maintain a separate, shared photo library with up to five other members in your Family Sharing circle, and all members will have equal permissions to add, edit, or delete photos. It's not yet clear how this compares to the shared Family album created for Family Sharing groups, but you'll be able to populate the new iCloud Shared Photo Library with all photos from your library, those after a certain date, and those containing particular people.

Even more interesting is the Photos app switch that will add new photos to the shared library. Plus, it can share photos automatically when other family members are nearby, on the assumption that you're probably taking shared photos.

For many years, we believed Apple should make it so couples could share all their photos. That's no longer appropriate for many people, given the frequency with which many of us take documentation pictures (where you left the car in a large airport parking lot) or screenshots (your Wordle-in-two victory shots) that would confuse the other member of a couple. So here's hoping that iCloud Share Photo Library provides a good solution to the problem—the shared Family album never did.
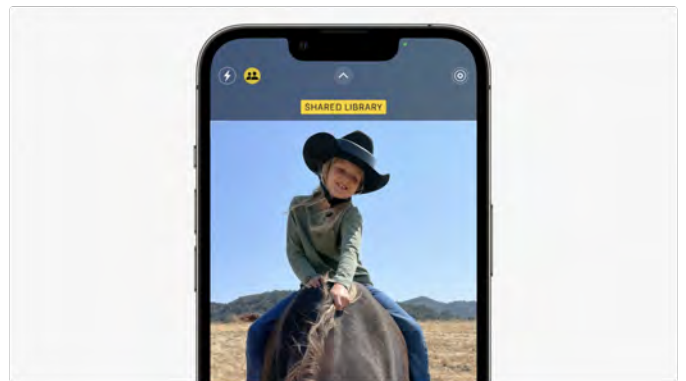
Improved Dictation

Dictation is an essential feature for many people—Apple says it's used 18 billion times per month—because it's so handy to be able to speak the text you want to type when typing isn't easy. Unfortunately, as soon as you invoke dictation, the

keyboard disappears, forcing you to wait until you're done to fix the inevitable mistakes. That's changing in iOS 16 and iPadOS 16, where it sounds like Apple paid attention to our suggestions in "How iOS and macOS Dictation Can Learn from Voice Control's Dictation" (31 August 2020). Going forward, you'll be able to dictate and use the keyboard at the same time. You'll even be able to move the cursor with your fingers and then edit text with your voice, just like Voice Control's dictation. All dictation will be processed on the device itself, so it'll be faster and more reliable when you have poor connectivity. And it will add punctuation automatically—finally!
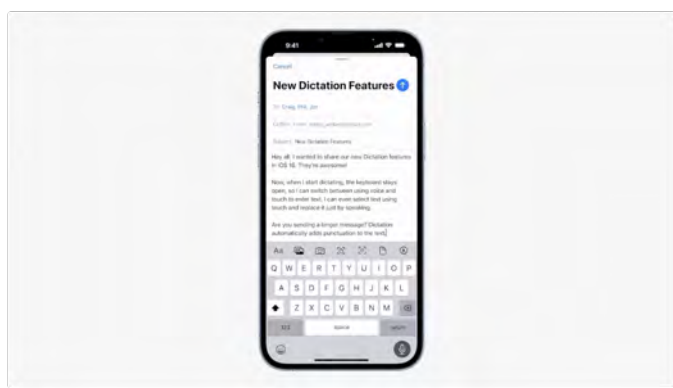
Safety Check

Our Apple devices are powerful, but they're also powerful vectors for abuse. For instance, if you leave home with your iPhone but an abusive spouse still has your iPad, they can read all your Messages conversations. For years, victims and advocates have asked Apple for better tools to mitigate abuse. Apple has now responded with Safety Check, which lets you quickly reset and revoke permissions across all the devices linked to your Apple ID, including what you automatically share with others, your app privacy permissions, and which devices have access to your iCloud contents.

Fitness App Sans Apple Watch

It's always been a bit bizarre that Apple's Fitness app (formerly called Activity) appeared only if you paired an Apple Watch with your iPhone, especially since the iPhone has motion sensors of its own. Apple is rectifying that in iOS 16. Now the Fitness app will be preinstalled for all users, and you'll be able to track your daily steps from the app even if you don't own an Apple Watch.

Continuity Camera Webcam

Mac webcams are notoriously awful compared to the webcams in even the cheapest iPhones and iPads. While we're waiting for Apple to put an iPad-level camera in a Mac, Apple has a hacky workaround: in macOS 13 Ventura, you can pair your iPhone to your Mac and use it as a webcam with any videoconferencing app! Apple is even working with Belkin to make little clips to attach an iPhone to different screens. It's sad to see Camo Sherlocked, but an official solution from Apple will probably work more smoothly (see "Turn Your iPhone into a Powerful Webcam with Camo," 24 July 2020). ✿

By Adam Engst

Seven Head-Scratching Features from WWDC 2022

Had Apple's WWDC keynote taken place in person, it's easy to imagine the live audience breaking into applause for some of the previewed features. We would have applauded for everything we wrote about in "Ten "It's About Time" Features from WWDC 2022" (6 June 2022). Then there would have been the points where a presenter's script said "<pause for applause>" but would have been greeted by a silent crowd wearing puzzled expressions.

Not all of these features are necessarily bad, though some are, and others are just inexplicable. They're WTF—what the f…eature was Apple thinking?

Apple Pay Later

Two-thirds of Americans live paycheck to paycheck, and now Apple wants to help them buy more stuff they can't afford with Apple Pay Later, which splits purchase prices into four interest-free payments. Which you have six weeks to pay off. Yes, you read that correctly; you must pay off your Apple Pay Later purchases in six weeks, making us wonder what the point is. We could see wanting to space out payments for an expensive purchase like an iPhone or Mac over 12 months, especially if you urgently need to replace a machine. But we don't see how Apple sticking its toe in the Buy Now, Pay Later industry helps users make smart financial decisions, and it's not a good look for Apple. What's next? Apple Payday Loans?

Focus Filters

Focus was the most confusion-generating feature of iOS 15 (see "Apple's New Focus Feature May Be Overkill," 20 January 2022), so we were hoping for an overhaul in iOS 16 that would reduce complexity. Sometimes Apple doesn't get it right the first time and has to iterate the next year. Instead, Apple has doubled down and made Focus even more convoluted than before. In iOS 16, you'll be able to add Focus filters, which let you display only relevant content, hiding entire calendars, email accounts, Mail accounts, Messages conversations, and Safari Tab Groups. Imagine the support questions:

• "Why has my Gmail account disappeared on my iPad?"

• "Where do my browser tabs keep going?"

• "I was talking to my spouse in Messages, but now it's gone!"
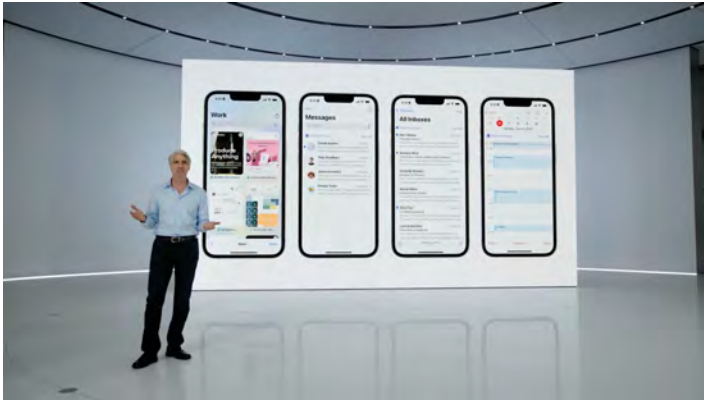
Making things even worse will be a personalized setup experience that suggests relevant apps, wallpapers, and widgets, along with the new capability to silence notifications from apps and people. Typical users already don't know why their devices act in certain ways, and these Focus features will make the Apple experience even more unpredictable. If you're willing to accept responsibility for Focus preventing you from receiving an important notification or hiding data, go nuts, but for most people, we recommend configuring Focus only for Do Not Disturb (while sleeping) and Driving.

Freeform

Apple previewed a new digital whiteboard app called Freeform that it said would ship sometime before the end of the year. (In other words, don't be surprised if it doesn't appear with the initial releases of macOS 13 Ventura, iOS 16, and iPadOS 16.) There's nothing inherently wrong with digital whiteboarding—it's a huge category with entries from Google, Microsoft, and a slew of other companies—but why would Apple bother to get into the space? Only the most Apple-centric business or school would look to an Apple tool in favor of the Google or Microsoft productivity suites that dominate group collaboration scenarios. Anyone who does want to go beyond the standard tools already has a wide selection of alternatives. What can Apple bring to the table other than demo whiteboards that are way prettier than any competitor—or user—would ever create?

Next-Generation CarPlay

During the keynote, Apple put quite a bit of effort into demoing a massive update to CarPlay. Apple envisions that cars of the future will use screens for the instrument cluster and environmental controls, not just the infotainment system as today. As such, the next-generation version of CarPlay will enable users to reconfigure what information displays on each screen, customize the look, and more.

The only catch? Cars that support it won't start appearing on the market until the end of 2023, which means that it could be another few more years—or more—before this level of CarPlay support is commonplace. Why is Apple talking about this years before it will be a reality, especially given how infrequently most people buy cars? We presume Apple is trying to establish its credentials in the car market ahead of the eventual release of the much-rumored Apple Car. Or perhaps Apple's looking for an onramp into the automotive world by licensing a full carOS to carmakers?

Plus, this vision of CarPlay raises some important questions about car interfaces. It could be good if you

could take your custom interface from car to car (especially rental cars), but will CarPlay surface everything that the car's native interface can do? (We presume that cars will still have native interfaces, even if they're equally screen-based.) And, to raise the usual bogeyman, what if your phone crashes or runs out of power while you're driving? CarPlay is a great add-on, but we're not sure we'd want to rely on it for safety-related features.

Customize Spatial Audio with TrueDepth Camera

This announcement came and went fairly quickly, but it had us scratching our heads immediately. The idea, it seems, is that spatial audio sounds more realistic if it can take into account aspects of the physicality of the listener that affect their perception of space. Apparently, this is a thing—called Head-Related Transfer Functions—and by capturing data using the iPhone's TrueDepth camera, Apple could personalize the otherwise average HRTF that combines data from thousands of people. We're not arguing that this is possible, but is spatial audio that big of a deal, and will personalizing make enough difference to justify training your iPhone (much less Apple's development effort)? We have plenty of ideas for things Apple could do that would have a greater impact on more users—see "Five Enhancements for Future Apple Operating Systems" (19 May 2022).

Handoff for FaceTime

We hope that this feature—handing off a FaceTime call from one Apple device to another—was easy to implement because it's hard to imagine it getting all

that much use. Apple's pitch sounds attractive but doesn't make much sense under scrutiny. Who is going to get a FaceTime call while out of the house and then manage to keep it going while juggling keys and opening doors, setting down packages, and taking off shoes and coats, all so you can get to your Mac, wake it up, and transfer the call to a computer with a worse camera? (It's marginally more understandable if the iPhone automatically invokes Continuity Camera to become your Mac's webcam in the process.) We'd just hang up and call back. The main win here would seem to be switching an iPhone FaceTime call you've received while sitting on the couch to a Mac or iPad with better seating ergonomics, which is nice but not world-changing.


Safari Shared Tab Groups

Safari's Tab Groups have never done much for us. Browser tabs are ephemeral items—we open and close hundreds of them every day—so there's no benefit in organizing them. Worse, Tab Groups don't even work well. If you have a tab group selected and then click a URL in another app, Safari responds by creating a new window for that tab instead of combining it with the current window's uncategorized tabs. Plus, on one of my two Macs, when I accidentally close a tab in a Safari Tab Group and immediately press Command-Z to bring it back, it returns for a second or two and then disappears again, with no option to use Undo again. That doesn't instill confidence.

Since the initial release of this article, we've heard from people who find Tab Groups useful, so our

opinion certainly isn't universal. But if you're in our camp and want to work with a set of Web pages in a way that has more permanence, put bookmarks in a Favorites folder and Command-click it to open them all.

In this year's operating system updates, Apple said we'll be able to share Safari Tab Groups with friends so that everyone can add (and presumably close) tabs in the group while working together. It's possible to construct a use case for why a group might want to put together a set of Web pages, but if you're going to make that effort, wouldn't you want some permanence, so one person's accidental click or Command-W doesn't destroy the tab for everyone else?
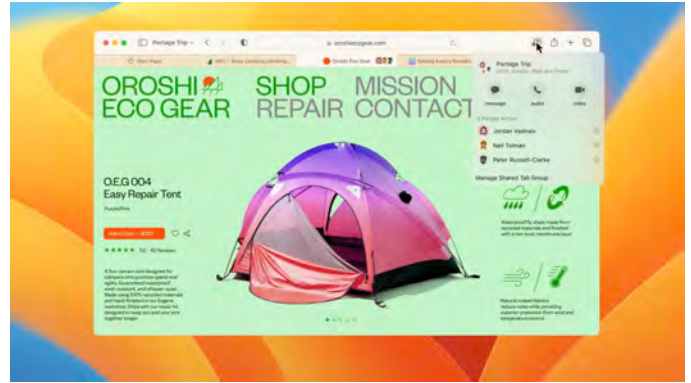
We're not just being curmudgeonly here—many of the new features that Apple has slated for macOS 13 Ventura, iOS 16, and iPadOS 16 sound great—but when there are still plenty of potholes that need fixing, it's frustrating to see Apple focus time and effort on ill-conceived features that we doubt will get much usage.