

# watchOS 4 beta 2 Release Notes

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<b>About watchOS 4 beta 2 .....</b>	<b>2</b>
Bug Reporting .....	2
Technical Support and Learning Resources.....	2
Beta Release Notes Updates .....	2
<b>Notes and Known Issues .....</b>	<b>2</b>
General.....	2
Apple Pay .....	2
Breathe.....	3
CloudKit .....	3
Core Media.....	3
Dictation.....	3
Foundation .....	3
HealthKit .....	4
HomeKit .....	4
Messages.....	4
Music .....	4
Phone.....	5
Pairing .....	5
Settings.....	5
Siri .....	5
SiriKit.....	5
WatchKit .....	5
Workout .....	6
Xcode.....	6

# About watchOS 4 beta 2

The watchOS 4 SDK provides support for developing watchOS apps. The SDK comes bundled with Xcode 9.0 beta available from <https://developer.apple.com/download/>.

For information on the new APIs in watchOS 4, see [What's New in watchOS](#).

For information on the compatibility requirements for Xcode 9.0, see the [Release Notes](#).

## Bug Reporting

For issues not mentioned in [Notes and Known Issues](#), file bugs through the Apple Developer website <https://developer.apple.com/bug-reporting/>.

When filing a bug, please include the full version number in the bug title and in the description. This looks like "4.0 (15Rxxxxx)." You can find the full version number on the Apple Watch in Settings > General > About > Version, or in the Watch App in My Watch > General > About > Version.

## Technical Support and Learning Resources

Apple provides the following web resources to support your development:

- [Apple Developer Forums](#). Participate in discussions about developing for Apple platforms and using developer tools.
- [watchOS 4 Developer Forums](#). Participate in discussions about developing for watchOS 4 and issues with the SDK.
- For help with using Xcode, choose Help > Xcode Help.

## Beta Release Notes Updates

watchOS 4 beta release notes are sometimes updated after a beta is distributed. You can check for the most up-to-date version of the watchOS 4 beta release notes on the Apple Developer download page: <https://developer.apple.com/download/>.

Revision: W4B2 - RNV1

# Notes and Known Issues

## General

### Resolved Issues

- The Toy Story watch faces are now available. Toy Story is copyright © Disney/Pixar.

## Apple Pay

### Known Issues

- When attempting to add multiple cards during the pairing process, only the last added card will be properly provisioned. (32624044)

**Workaround:** Once pairing is complete, go to the Watch app on iPhone and remove previously added cards. Once removed, re-add additional cards as desired.

## Breathe

### Resolved Issues

- Breathe notification preferences are now respected. (32298347)

## CloudKit

### Known Issues

- CloudKit does not support `unsigned long long` values with the high-order bit set. (30567424)
- Applications that use `CKModifyRecordsOperation` should specify an appropriate value for `CKModifyRecordsOperation.isAtomic`. If your client is compiled against watchOS 4, operations enqueued against the default `CKRecordZone` have new behavior because `atomic` is `true` by default. If the operation hits a "preflight" failure (most commonly, a network issue uploading a `CKAsset`, or a malformed `CKRecord`), the entire operation is canceled. (30838858)

## Core Media

### Resolved Issues

- Haptics now play for frontmost apps. (32139107)

## Dictation

### Known Issues

- Some languages are not available for Dictation on watchOS, including the newly released Shanghainese dictation. (32235495)

## Foundation

### New Features

- Added a scheduling API to `URLSessionTask` that allows background `URLSession` clients to schedule tasks in the future, enabling easy background app refresh semantics for apps, watchOS complications, and more. The API also allows developers to update requests before transmission to address cases where the request has become stale when scheduled in the future. Additions include the `earliestBeginDate`, `countOfBytesClientExpectsToSend`, and `countOfBytesClientExpectsToReceive` properties of `URLSessionTask`, and the `URLSession:task:willBeginDelayedRequest:completionHandler` method of `URLSessionTaskDelegate` protocol. (27866330)
- `URLSessionTask` adopts the `ProgressReporting` protocol providing a consistent mechanism for `URLSession` clients to track the progress of `URLSessionTask` using the new `progress` property. (30834550)
- Added an Adaptable Connectivity API to `URLSession` that enables tasks to automatically monitor and wait for satisfactory network connectivity, instead of immediately failing with an error when connectivity is unsatisfactory. Additions include the `waitsForConnectivity` property of `URLSessionConfiguration` and the

`NSURLSession:taskIsWaitingForConnectivity:` method of the `NSURLSessionTaskDelegate` protocol.

- Added support for HTTP br content encoding to `NSURLSession`. By default, HTTP requests contain a `br` value (in addition to `gzip` and `deflate`) for the `Accept-Encoding` HTTP header, informing the web server that the user agent supports brotli encoding. The web server can send an HTTP body with `Content-Encoding: br` in the HTTP header to indicate that the content is brotli-encoded. `NSURLSession` automatically decompresses the HTTP body data and pass the decoded data back to the client in the same way it does for `Content-Encoding: gzip`. For binary compatibility reasons, `NSURLSession` brotli support is enabled only for apps built using the watchOS 4 SDK. (27724985)

## HealthKit

### Resolved Issues

- Pressing the Side Button and Digital Crown pauses an active workout session even if the the app is not in the foreground. (30199786)
- Attempting to finish a workout route when no location data is inserted no longer throws an exception. (32307523)

### Known Issues

- To track location in the background while a user is in a workout session, add `UIBackgroundModes/location` in the `Info.plist` file. (29483437)

## HomeKit

### Resolved Issues

- Location-based automation triggers now work if triggered from the alert on Apple Watch. (32288709)

## Messages

### Known Issues

- Messages may fail to send when responding to Activity notifications. (32294875)

## Music

### Resolved Issues

- Music tracks now play from and sync to Apple Watch. (32314271)

### Known Issues

- Apple Watch must be on its charger for Music tracks to sync. (31818127)
- Deleting a playlist or album in the Apple Watch app will cause the app to crash and your selection will remain on your Apple Watch. (32624529)
- Love and Dislike options are missing for locally synced music on Apple Watch. (30845293)

## Phone

### New Issues

- Phone calls using Apple Watch that exceed 30 seconds may fail. (32659453)

## Pairing

### Known Issues

- Backups only trigger when the user unpairs their watch. If the user erases their iOS 11 iPhone without unpairing their watch first, there will not be a backup to restore. (32358338)

**Workaround:** Before erasing iPhone, go to the Watch app, choose My Watch, and unpair your Apple Watch.

- Alarms are lost when migrating to watchOS 4. (31285349)

## Settings

### Resolved Issues

- In Settings > Bluetooth, additional devices such as the paired iPhone no longer show as Not Connected. (32314078)
- Permissions on Apple Watch are now reset when a user resets location and privacy using Settings > General > Reset > Reset Location & Privacy on iPhone. (32393123)

## Siri

### Known Issues

- Siri requests may fail in the iOS and watchOS simulators. (31971229)
- Siri may not play music that has been synced to Apple Watch. (31964674)

## SiriKit

### Resolved Issues

- SiriKit requests no longer fail with a "Sorry I can't do that" error. (32305639)
- watchOS apps from TestFlight or the App Store now work with SiriKit. (32387616)
- SiriKit requests on watchOS no longer fail with a Continue in App error. (32355820)

## WatchKit

### Resolved Issues

- A non-autoplaying `WKInterfaceInlineMovie` now works. (32168160)
- `WKInterfaceInlineMovie` objects now pause when moving an app to the background. (31872332)

### Known Issues

- Automatic display of attachments in default WatchKit Notification interfaces do not work. (31589086)

## Workout

### Known Issues

- You may experience inaccurate distance measurements for Pool Swim workouts. (32816933)
- Pressing the Side Button and Digital Crown pauses an active workout session even if the app is not in the foreground. (30199786)
- Workout sessions may be slow to start and they may fail to update with calorie and distance measurements. (32313252)

**Workaround:** Call `HKWorkoutRouteBuilder` `finishRouteWithWorkout:Metadata:` only when some location data has been inserted to the builder.

## Xcode

### Resolved Issues

- Building and running a Watch app from Xcode your app now installs, launches, and attaches. (32180669)

### Known Issues

- Crashlogs may take a few minutes to sync and be visible in Xcode. (31156191)