DMA 6.7 INTEROPERABILITY REQUESTS RECEIVED BY APPLE SINCE MAY 20, 2025

For information communicated through August 15, 2025

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Name of Developer: iSH
ID# of Request: FB17654537
Date Request Received: May 19, 2025
Current Status: Closed

Please provide a descriptive title for your request: *
Sandboxed just-in-time (JIT) compilation API

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
BrowserEngineCore-like JIT for system emulation

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
We would like to use the BrowserEngineCore API for our app, but it is documented as only being available for browsers as per the request process: https://developer.apple.com/contact/request/web-browser-engine/. Our app is not a browser, but has very similar technical needs. We would like Apple's help on either being granted an entitlement to use this API for our app, or working with us on exposing a similar capability for our use case.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
We plan to use this for the iSH app. It is currently available on the App Store: https://apps.apple.com/us/app/ish-shell/id1436902243. This is an open source project that we develop at https://github.com/ish-app/ish.

How will your product(s) use the feature? *
iSH is a scripting app that is built on instruction emulation. It translates binaries targeting Linux and the x86 architecture so that they can run on iOS devices that run iOS on Apple silicon. The app itself consists of many parts, but central to this translation is a homegrown interpreter that we ship with the app.

While we invest significant effort into our interpreter, it has trouble meeting our performance goals. We use advanced techniques such as threaded code and hand-written assembly gadgets to make it faster. However, there are fundamental limitations to this approach. Almost all high-performance interpreters use native code generation at runtime (often called "JIT compilation"). This is even true of Apple's own dynamic binary translator, Rosetta 2.

Browser engines, including Safari, perform similar translation. They also use JIT compilation as well to speed up web content such as JavaScript and WebAssembly. This is why BrowserEngineCore has been made available for them.

We have been privately evaluating a new interpreter for iSH that has a JIT compilation tier. Our experiments show that it has the potential to improve our performance by, on average, 2x-5x. This would be a major enhancement in something our users really care about–it's our number one requested feature by far. This performance improvement is paired with a corresponding reduction in power usage for our app. This is a win for battery life on devices which are already power-constrained.

To put it simply, iSH plans to use JIT compilation as a new tier for code translation to augment its interpreter. Our needs are very basic; they are even less than what BrowserEngineKit offers today. We simply need a region that we can write native code into and make executable. We need basic IPC and synchronization primitives. For security, resilience, and performance we would prefer to move this out-of-process, but this is not a requirement (the current interpreter is constrained to run in-process). We believe this is an appropriate and natural way to take advantage of existing platform capabilities for our software. The only thing preventing us from doing so are policy decisions by Apple, rather than technical limitations.

Where do you offer or will you offer the product(s)? *
Worldwide
European Union
United States

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
Yes. The current design that we ship consists of compromises that we have designed and developed over the course of several years. We continue to make our interpreter faster without any special APIs but there are limits to how far we can take this. In addition, other options we considered include:

• Shipping native code (that is, ahead-of-time compiled code) with the app. This was discarded as impractical. The default set of packages we provide with iSH totals around 15 gigabytes, and it is infeasible to bundle this in our app. iSH has used ODRs in the past but they do not support native code assets. In addition, our users can generate new code (e.g. by installing gcc and creating a new Linux binary) and running this would fall back to the interpreter regardless. This approach is used for some apps on iOS already, but all of them have limitations that iSH was designed to avoid.
• Using Safari's code generation: Until recently, Safari and WKWebView were the only surfaces able to perform runtime code generation on iOS. Unfortunately, neither offers direct access to these facilities, only exposing in indirect ways such as by executing JavaScript, WebAssembly, or a handful of other specialized constructs such as regexes. We created a concept that paired iSH with a WKWebView for a JIT compilation tier, such that very hot code would get lifted into something we could send to the web process. In our case, we chose to generate a WebAssembly module because it mapped closely to the type of translation we wanted JavaScriptCore to do for us when lowering the code to native. However, we ran into significant issues. For one, WebKit is not designed for dynamic loading and unloading of WebAssembly modules. In fact we consulted with LeaningTech (https://leaningtech.com/), authors of CheerpX and experts at using WebAssembly for emulation purposes–they agreed with us that trying to use it for iSH was not a good choice. Also, we also ran into issues with IPC overhead between the main app process and the web view. Because we had so little control over what would end up in the web process, we took many roundtrips and needed to use the JavaScript bridge to communicate, which was not designed for the performance goals we had.
• Creating an iSH "web app": There are really two ways we could go about this. One is to fully emulate the entire system in a webpage, which is already an explored space. Projects that e.g. compile QEMU to WebAssembly already exist on the web. These generally are very poor experiences on mobile devices. Their performance isn't great because the browser's JIT compiler doesn't work on the level of the code being interpreted; it mostly just JIT compiles the interpreter instead. A smarter approach where we have our interpreter translate the interpreted code into something the web engine understands how to optimize works better, but runs into the second fundamental issue: the web platform cannot talk to native platform APIs. This means we cannot use iOS features our users come to expect, such as our Files app

integration. And we cannot use system APIs to e.g. create a raw TCP socket, which is a Linux interface we need to support.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).
One important consideration when dealing with native code generation is security. Because iSH does not have any JIT facilities at the moment, it leans heavily on the platform sandbox for its security model. However, we are moving to change this.

Our “kernel” (Linux syscall handler) and interpreter are currently homegrown and written in a mix of C and assembly. We intend for our kernel code to be replaced with the Linux codebase in a future version of iSH, bringing with it some of the most battle-tested, fuzzed, and secured operating system code in the world. Of course, we intend to run it in userspace, with the full enforcement of the iOS platform sandbox. This substantially reduces the threat posed by a vulnerability if one is found.

Our interpreter is in the process of being completely rewritten in a fully memory-safe language; work on formal modeling of instruction semantics is ongoing. We follow and engage with the latest developments in secure design. Our team consists of veteran operating system developers and security engineers. (This is what we do professionally). While we do not expect iSH to be the target of sophisticated attacks (unlike, say, a web browser!) our team is experienced in threat modeling against well-resourced adversaries. We would be happy to work with you on the design of this feature to ensure it meets both of our security standards. As an example, we believe the sandbox applied to the content extension process is far too broad for our needs, and would love to be able to use an even more restrictive profile.

Communications with Developer:

May 23, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

June 18, 2025, from Apple to Developer:

Thank you for your request.

We have reviewed your submission and determined that your request falls outside the scope of Article 6(7) DMA because it is not seeking interoperability with a software feature accessed or controlled by iOS or iPadOS and used by an equivalent Apple service. Apple does not itself offer emulation functionalities on iOS or iPadOS and it does not offer JIT compilation for non-browser apps on iOS or iPadOS.

JIT compilation is system functionality available to all apps using WebKit, and to browser engines built using BrowserEngineKit. JIT compilation is limited to browsers on iOS and iPadOS because it poses major security risks and Apple has significant concerns that extending JIT would pose significant integrity risks to the platform. Apple believes there is no effective way to mitigate such risks.

For these reasons, we are not moving your request to the next phase of our interoperability process.

This concludes our review under Article 6(7) DMA. If you have additional questions, you may reach out to us through Apple Developer Forums, Feedback Assistant, or a code-level support request.

Starting in July 2025, you will have the opportunity to appeal this decision, should you wish, through a dispute resolution mechanism that Apple will set up as part of the European Commission's specification decision on process. You will be notified once the dispute resolution mechanism is available, after which you will have 15 working days by which to submit your appeal.

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Name of Developer: Microsoft
ID# of Request: FB17723280
Date Request Received: May 27, 2025
Current Status: Closed

Please provide a descriptive title for your request: *
Provide a public version of BKSMousePointerService

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
BKSMousePointerService

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Chromium has to call the private API BKSMousePointerService to detect hover type on iOS. But Apple doesn't allow app which uses private API to be submitted to App Store.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
Blink-based Chromium iOS, and all the Chromium-based browsers (Chrome, Edge...)

How will your product(s) use the feature? *
Call the new API to detect hover type on iOS.

Where do you offer or will you offer the product(s)? *
European Union

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
No other way to detect hover type on iOS

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).
N/A

Communications with Developer:

June 3, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

In addition, based on your confidentiality designation, your request will appear in full (including the name of your developer organization) on the following tracker: https://developer.apple.com/file/?file=interoperability-request-tracker. If you wish not to include the name of your developer organization on the tracker, please let us know and we will remove it in future versions of the tracker.

June 30, 2025, from Apple to Developer:

Thank you for your request.

We have reviewed your submission and determined that effective interoperability exists. The functionality you are seeking to enable (detecting hover type on iOS) is currently available to developers through the Game Controller framework. The relevant documentation is available here: https://developer.apple.com/documentation/foundation/nsnotification/name-swift.struct/gcmousediddisconnect. For this reason, we are not moving your request to the next phase of our interoperability process.

Because effective interoperability exists, we have made no determination on the application of Article 6(7) DMA to your request. If you have additional questions, you may reach out to us through Apple Developer Forums, Feedback Assistant, or a code-level support request.

The Apple Developer Relations Team

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Name of Developer: Microsoft
ID# of Request: FB17723378
Date Request Received: May 27, 2025
Current Status: Closed

Please provide a descriptive title for your request: *
Async support of `textInteractionGesture:shouldBeginAtPoint:` and `isPointNearMarkedText:`

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
BrowserEngineKit > BETextInput

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
In Chromium, async IPC will happen between browser process and renderer process to implement textInteractionGesture:shouldBeginAtPoint: and isPointNearMarkedText.
But textInteractionGesture:shouldBeginAtPoint: and isPointNearMarkedText don't support async completionHandler.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
Blink-based Chromium iOS, and all the Chromium-based browsers (Chrome, Edge...)

How will your product(s) use the feature? *
Implement text interaction in Blink-based Chromium iOS.

Where do you offer or will you offer the product(s)? *
European Union

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
We had tried to use sync IPC to get info https://chromium-review.googlesource.com/c/chromium/src/+/6298226

But this is a hack and Chromium is not going to accept this solution.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).
Discussion in Slack https://chromium.slack.com/archives/C04N7A921N3/p1740063533954269

From Google: You cannot have the browser process synchronously request something from a renderer process.

Communications with Developer:

June 3, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

In addition, based on your confidentiality designation, your request will appear in full (including the name of your developer organization) on the following tracker: https://developer.apple.com/file/?file=interoperability-request-tracker. If you wish not to include the name of your developer organization on the tracker, please let us know and we will remove it in future versions of the tracker.

June 30, 2025, from Apple to Developer:

Thank you for your request.

We have reviewed your submission and determined that effective interoperability exists. The feature you are requesting interoperability with (BETextInput) is currently available to developers through BrowserEngineKit. Further, the patch you included in your request appears to demonstrate your ability to achieve the functionality you seek. Even if effective interoperability did not exist, your desired functionality (asynchronous support for text interaction gestures) is not available to or used by Apple's hardware and/or services. For these reasons, we are not moving your request to the next phase of our interoperability process.

Because effective interoperability exists, we have made no determination on the application of Article 6(7) DMA to your request. If you have additional questions, you may reach out to us through Apple Developer Forums, Feedback Assistant, or a code-level support request.

The Apple Developer Relations Team

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ID# of Request: FB17741920
Date Request Received: May 29, 2025
Current Status: Phase III

Request marked as Confidential

Please provide a generic description of the request: *
As a family wearable smart device enterprise serving hundreds of millions of users, Zepp includes various forms of device categories, such as smart watches, smart bracelets, smart scales, smart treadmills, smart headphones, smart hearing aids, etc.

We hope to achieve the same user experience as Apple Watch, Airdrops, etc. in the Apple ecosystem.

So that users can better enjoy the services and experiences under Apple's ecosystem.

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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Name of Developer: Siddharth Bhatia
ID# of Request: FB17742720
Date Request Received: May 30, 2025
Current Status: Closed

Please provide a descriptive title for your request: *
Allow Transferring DeviceActivity and Screen Time data outside of the app extension, allowing it to be sent to servers and the main app

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
DeviceActivity

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Currently, DeviceActivity only allows accessing device activity within a "DeviceActivityReportExtension", which is not allowed to make network requests or persist data to a container shared with the main app. This is in contrast to the native Screen Time feature, which is able to send device activity data over a network and persist it to disk. Apple uses this feature in the Settings app to sync screen time data between devices. The restrictions on device activity data specifically for third-party apps, but not first-party ones, therefore restricts access to "the same hardware and software features accessed or controlled via the operating system" (Article 6(7) of the DMA)

This DeviceActivity sandboxing restriction also prevents "effective portability of data… generated through the activity of the end user" (Article 6(9) of the DMA), as device activity data is generated through the activity of the end user yet is not currently "portable" off-device via third-party services.

We request the following interoperability solution:
- With the appropriate privacy authorizations, as described in the last bullet, third-party apps can access device activity data continuously, freely, and without restriction or obfuscation, including in the background, and can use this data in the main app, save it to disk, and send it over the network. This includes the exact time and duration of each app use, the number of pickups, counts of app notifications, and any other information shared to the first-party screen time service
- Allow apps to access the actual names and bundle identifiers of apps and activity categories being used, which the operating system has access to, instead of obfuscated tokens. This is useful for advanced and custom categorization and filtering, as well as more extensive reporting.
- For user protection, create a new privacy prompt that an app can activate, in the same format as the one used ask for location services or contacts access, asking the user whether to allow the app to transmit screen time data off device. If they decline, the app will be bound by the 'sandboxing' that exists currently.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
ScreenResearch, an app that allows users to voluntarily share their screen time data with university researchers who can use it to investigate how people use their devices.

How will your product(s) use the feature? *

The product will use this new or updated DeviceActivity framework. It will collect device and app usage data at regular intervals and transmit them to a server where the data is aggregated and can be used in research projects. The data on the server will include the name of each app used and the exact dates/times they were used and for how long, along with other information. Data will only be shared with the user's consent, and personally identifying information will be removed from the data before it's shared with researchers.

Where do you offer or will you offer the product(s)? *
Worldwide
European Union

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
The DeviceActivity framework is closest to what we want to do, but it does not allow the ability to share raw data externally or with the main app. We have also evaluated the FamilyControls framework, but that appears to serve a different purpose from what we want.

Confidential Treatment of Your Request: *
Fully available to other developers

Communications with Developer:

June 3, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

In addition, based on your confidentiality designation, your request will appear in full (including the name of your developer organization) on the following tracker: https://developer.apple.com/file/?file=interoperability-request-tracker. If you wish not to include the name of your developer organization on the tracker, please let us know and we will remove it in future versions of the tracker.

June 30, 2025, from Apple to Developer:

Thank you for your request.

We have reviewed your submission and determined that your request falls outside the scope of Article 6(7) DMA because there is no feature available to Apple services or hardware that provides the functionality you seek. For this reason, we are not moving your request to the next phase of our interoperability process.

In addition, your reference to Article 6(9) DMA is not relevant to this 6(7) interoperability request. Apple notes, however, that it makes available all applicable 6(9) data through the Data & Privacy page at privacy.apple.com.

This concludes our review under Article 6(7) DMA. If you have additional questions, you may reach out to us through Apple Developer Forums, Feedback Assistant, or a code-level support request.

Starting in July 2025, you will have the opportunity to appeal this decision, should you wish, through a dispute resolution mechanism that Apple will set up as part of the European Commission's specification decision on process. You will be notified once the dispute resolution mechanism is available, after which you will have 15 working days by which to submit your appeal.

The Apple Developer Relations Team

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ID# of Request: FB17815578
Date Request Received: June 7, 2025
Current Status: Closed

Request marked as Confidential

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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ID# of Request: FB17860697
Date Request Received: June 10, 2025
Current Status: Closed

Request marked as Confidential

Please provide a generic description of the request: *

This request relates to improving interoperability with card-based technologies by enabling controlled access to unique card identifiers during sessions, supporting seamless integration with third-party systems.

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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ID# of Request: FB18547959
Date Request Received: July 1, 2025
Current Status: Closed

Request marked as Confidential

Please provide a generic description of the request: *

The request contains business secrets which should not be disclosed to other parties at this point.

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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Name of Developer: Q Misell
ID# of Request: FB18575929
Date Request Received: July 3, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
FIDO in Wallet - Interopability

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
FIDO in Wallet

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
It is evident that Apple Wallet supports FIDO tokens in Wallet Passes, see here: https://woof.tech/@unlobito/112938135668265163

However, this operating system feature is not document, nor available to developers under terms compatible wih the DMA.

I am therefore requesting Apple make this feature widely available, in compliance with the DMA.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
We work with European Railways on their train ticket issuing system.

How will your product(s) use the feature? *
Use of this will help us protect this tickets against copying.

Where do you offer or will you offer the product(s)? *
European Union

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
Yes, nothing else seems to offer the same solution.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Communications with Developer:

July 9, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

July 15, 2025, from Apple to Developer

Thank you again for your request.

We are working to complete our review of your submission, but additional information is necessary to complete our assessment. Could you please clarify whether you are seeking access to FIDO token support within Apple Wallet or if you are requesting that Apple enable such support in third-party wallet applications?

Once this information is provided, we can continue with the review of your submission. If we do not receive a response within 3 working days, the period for Apple to conclude the eligibility assessment of your interoperability request and communicate the outcome to you will be suspended accordingly.

July 30, 2025, from Apple to Developer

We are following up on our communication from July 15 requesting additional information in order to evaluate your request.

If we do not hear back from you by August 5, we will close your request as abandoned without any determination as to its eligibility.

[Request Closed on August 6]

ID# of Request: FB18758981
Date Request Received: July 10, 2025
Current Status: Phase III

Request marked as Confidential

Please provide a generic description of the request: *

Apple frameworks, such as the Watch Connectivity framework, are able to use XPC Services on iOS to facilitate both cross process communication and sandboxing of sensitive information. We request that the same XPC APIs that are available to these frameworks (and available to third parties on macOS) be made available on iPadOS and iOS. We also request that, when XPC events are triggered, iOS/iPadOS allocate execution time to the receiving application to handle the callback.

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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Name of Developer: Meta
ID# of Request: FB18758984
Date Request Received: July 10, 2025
Current Status: Closed

Please provide a descriptive title for your request: *
Third Party Framework Distribution

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
Shared Frameworks

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Apple is able to distribute shared frameworks (such as the Watch Connectivity framework) with operating system updates and its system frameworks are dynamically linked.

We request that Apple provide a framework and process that enables iOS apps to dynamically link to and access third-party frameworks and libraries that are not included in the app's own bundle - i.e., to enable frameworks used by one or more applications to be shared and made available to others.

This would reduce the burden on Apple distributing whole binaries as well as on app developers who want to reduce their binary size. This also helps with maintenance as there is only one copy of a framework being referenced by multiple apps.

Technical request:

We request that, when an app is installed on iOS/iPadOS, the operating system check if a third-party framework is declared and automatically download it.

For framework updates, iOS/iPadOS should handle them like app updates, either automatically in the background or allowing the user to update manually once. Additionally, Apple should update Xcode to support linking third-party framework stubs so that when the app loads on iOS, it dynamically links the framework.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
Meta apps, services and hardware devices

How will your product(s) use the feature? *
Meta offers access to its apps, services, and devices to various applications. For instance, Meta distributes an SDK that enables apps to integrate Facebook Login. As more apps adopt this SDK, Meta's footprint on iOS increases. Meta would like to simplify the process for developers to include its SDKs, frameworks, and libraries in their apps while minimizing system impact to facilitate easier integration.

Access to this functionality will also assist with backward compatibility for functionality related to connected devices (including managing shared system resources, such as Bluetooth and Wi-Fi, or handling device protocol versioning), where having multiple versions of a framework

can place a substantial burden on connected devices, which are often more constrained in meeting interoperability requirements.

Where do you offer or will you offer the product(s)? *
Worldwide

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
We are unaware of any framework or technology that could support an effective solution.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Attachments

Communications with Developer:

July 11, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

August 4, 2025, from Apple to Developer:

Thank you again for your request.

We have reviewed your submission and determined that your request falls outside the scope of Article 6(7) DMA. Your request asks Apple to create new functionality on iOS or iPadOS rather than make existing features available to your services or hardware. For this reason, we are not moving your request to the next phase of our interoperability process.

This concludes our review under Article 6(7) DMA.

Dispute Resolution

You have the opportunity to initiate a dispute resolution mechanism regarding your interoperability request under Article 6(7) of the Digital Markets Act (DMA).

If you wish to appeal Apple's decision to reject your interoperability request on technical grounds, you will have 15 working days (not including any public holiday as defined by the European Commission) from receiving this communication to initiate the mechanism.

Timing

To initiate the process, please respond to this communication in Feedback Assistant by indicating you are initiating the dispute resolution mechanism, and include a brief written statement setting out the grounds for doing so.

The dispute resolution mechanism can consist of two stages.

Internal Review Mechanism

The first stage is an internal review by an Interoperability Request Review Board (IRRB), made up of senior Apple members. The IRRB will issue a reasoned written decision within 30 working days of receiving your brief written statement, and communicate that decision to you, Apple, and the European Commission without delay. The IRRB may decide to overturn Apple's initial decision, refer it back for new consideration, or reject your appeal. The 30 working-day deadline may be extended if the IRRB seeks guidance from the European Commission. This stage is free of charge to you.

The IRRB's written decision will be kept confidential, subject to the publication by Apple of an aggregated summary of the outcome of the decision by the IRRB. Apple will provide you the opportunity to review the aggregated summary for the purpose of ensuring that it does not contain any information that you consider confidential.

Conciliation

If you are not satisfied with the IRRB written decision, you may initiate an external non-binding technical expert review process ("conciliation") within 15 working days of notification of the IRRB's decision. You will be provided with more information regarding conciliation once you are eligible for it.

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ID# of Request: FB18799038
Date Request Received: July 12, 2025
Current Status: Closed

Request marked as Confidential

Please provide a generic description of the request: *

I need answers on why so much automation is on my phone.

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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Name of Developer: riedel
ID# of Request: FB18804632
Date Request Received: July 12, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
Give 3rd party apps same Screen Time Lock capabilities like Apple's native Screen Time

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
Screen Time

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Hello, my name is Frederik Riedel and I'm the developer behind an app called "one sec".

Background information / context of my app:
With one sec, we help millions of users around the world to save more than 1000+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

We do so by using Apple's Screen Time API (Frameworks are called FamilyControls / ManagedSettings / DeviceActivity).

Apple's Screen Time has a functionality called "Lock Screen Time Settings".
This allows users to set up a passcode to make Screen Time settings permanent (e.g. they could ask a family member or friend to set this up).

This will enable a more "hardcore" Screen Time experience because restrictions cannot be cheated on easily.

However, this does not apply to 3rd party apps:

Screen Time permission granted to 3rd party apps can be removed via iOS Screen Time Settings any time, even while the Screen Time Settings are locked by a passcode.
Removing the permission will immediately un-block all apps restricted by one sec.

This gives Apple's Screen Time feature an unfair advantage, because the user can set it up in a more bullet-proof way.

That's why we're asking for Apple's help to expand the use of the "Lock Screen Time Settings" feature over 3rd party app permissions as well.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
My app one sec helps grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).
We do so by using Apple's Screen Time API (Frameworks are called FamilyControls / ManagedSettings / DeviceActivity).
Expanding the functionality of "Lock Screen Time Settings" to affect the permanence of my app's Screen Time permission as well – so that blocks remain strict and only entering the

passcode (e.g. by a family member or close friend) can unlock the settings.
Having that existing setting apply to one sec's Screen Time functionality as well will make our strict blocks bullet proof – which is something that our users are actually asking for a lot.

How will your product(s) use the feature? *
The feature can be used by users in order to manifest Screen Time permissions / Screen Time settings they have set up in one sec.

This would allow us to run bullet-proof blocks, where the user cannot simply open iOS settings and turn off Screen Time permissions for one sec.

Where do you offer or will you offer the product(s)? *
Worldwide

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
I have implemented a workaround using Shortcuts Automations:
The user sets up an automation that is run every time the iOS settings app is opened:
The Shortcut evaluates if there is currently a strict block ongoing and forwards the user into one sec, so the user cannot proceed to open iOS settings (and potentially turn off the screen time permission for one sec).

This has multiple drawbacks though:
- It is quite technical to set up, and not every user who needs this feature manages to do so.
- It just adds one additional setup, the user can just open the Shortcuts app and delete the automation.
- It prevents the user from using the settings app even for legit use cases (such as connecting to a bluetooth speaker or so). There is unfortunately no way to trigger an automation only by opening Screen Time settings.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).
If you have any questions please feel free to reach out any time. Happy to help!

Attachments
Screenshot 2025-07-12 at 22.56.53.png

Communications with Developer:

July 14, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

August 11, 2025, from Apple to Developer:

Dear Frederik,

Thank you for your request.

Following an initial assessment of your request, we are moving your request to the next phase of our interoperability process. In this phase, the relevant teams will assess whether we are able to provide an effective interoperability solution and, if so, develop a tentative project plan.

It may be that, despite our best efforts, it will ultimately not be feasible or appropriate to provide an interoperability solution, including if providing effective interoperability would compromise the integrity of the operating system. We have also not yet conducted an assessment of the impact this request would have on Apple's intellectual property rights. We will inform you should it not be feasible or appropriate to implement your request. We expect to have an update for you on this phase by October 7.

If you have additional questions, you may reach out to us through Apple Developer Forums (https://developer.apple.com/forums/) , Feedback Assistant (https://developer.apple.com/bug-reporting/), or a code-level support request (https://developer.apple.com/contact/request/code-level-support/).

The Apple Developer Relations Team

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Name of Developer: riedel
ID# of Request: FB18804893
Date Request Received: July 12, 2025
Current Status: Phase III

Please provide a descriptive title for your request: *
Ensure 3rd Party Web Engines apply same WebContentSettings.FilterPolicy as WebKit

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
WebContentSettings.FilterPolicy

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Hello, my name is Frederik Riedel and I'm the developer behind an app called "one sec".

Background information / context of my app:
With one sec, we help millions of users around the world to save more than 1000+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

One important aspect of one sec is website blocking.

For that, we make use of the WebContentSettings.FilterPolicy in the ManagedSettings framework (part of Screen Time).
This is important:
1. To block social media websites (e.g. during work hours).
2. To completely block access to porn sites (e.g. as part of our "Adult Content Detox" feature).

This works great, and users have a consistent experience on iOS: no matter if they're using Safari, Chrome, Firefox, etc.

We are concerned, that now that under the DMA that 3rd party web engines are allowed, they will not follow the same consistent system-controlled WebContentSettings.FilterPolicy like WebKit, and thus blocked URLs become available through 3rd party web engines.

That's why we ask Apple to ensure that:
1. The system level WebContentSettings.FilterPolicy (curated from iOS settings and from 3rd party apps) become available to 3rd party web browsers as well.
2. It is enforced (e.g. through review guidelines) that 3rd party web engines actually implement those FilterPolicies and don't ignore them.

This should also affect apps that are not primarily web browsers but that also allow to open URLs in a Web View (such as Instagram). Right now they use WebKit, so restriction rules are enforced, but in the future they might switch to 3rd party browser engines as well.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
Hello, my name is Frederik Riedel and I'm the developer behind an app called "one sec".

Background information / context of my app:
With one sec, we help millions of users around the world to save more than 1000+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

One important aspect of one sec is website blocking.

For that, we make use of the WebContentSettings.FilterPolicy in the ManagedSettings framework (part of Screen Time).
This is important:
1. To block social media websites (e.g. during work hours).
2. To completely block access to porn sites (e.g. as part of our “Adult Content Detox” feature).

How will your product(s) use the feature? *
My product will use this feature to block access to certain user-configured websites (social media, online news, gambling, porn, …) permanently or temporarily via WebContentSettings.FilterPolicy in ALL web browsers no matter which browser engine is being used.

This should also affect apps that are not primarily web browsers but that also allow to open URLs in a Web View (such as Instagram). Right now they use WebKit, so restriction rules are enforced, but in the future they might switch to 3rd party browser engines as well.

Where do you offer or will you offer the product(s)? *
Worldwide

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
Right now, we use WebContentSettings.FilterPolicy and it works great.
This Interoperability Request is about the change enforced by the DMA which we find concerning:

That 3rd party browser engines are now a thing and might ignore system-level restrictions / don’t put the same care into implementing such APIs like WebKit / WKWebView.

So our current alternative is: Tell everyone to NOT install 3rd party engines, because we cannot guarantee that our features will work with them.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Attachments
IMG_5208.PNG
IMG_5211.PNG
IMG_5209.PNG
IMG_5210.PNG

Communications with Developer:

July 14, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

August 11, 2025, from Apple to Developer:

Dear Frederik,

Thank you for your request. We are moving your request to the third phase of our interoperability process - Phase III (Development).

We will introduce new API to the BrowserEngineKit framework to interoperate with Web Content restrictions. In particular, the API will allow the client to check if Web Content restrictions are enabled and to add a particular URL to the allow-list so that it is no longer blocked by Web Content restrictions.

This is a mild engineering effort. We plan to complete development of this solution by March 2026, and ship it shortly thereafter. We will update you once we have shipped it in a beta release.

We believe this addresses your request. Please let us know within 5 working days if you have any feedback on the project plan. If we do not hear from you in that time frame, we will proceed with development work in accordance with the project plan described above.

If you have additional questions, you may reach out to us through Apple Developer Forums (https://developer.apple.com/forums/), Feedback Assistant (https://developer.apple.com/bug-reporting/), or a code-level support request (https://developer.apple.com/contact/request/code-level-support/).

The Apple Developer Relations Team

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Name of Developer: riedel
ID# of Request: FB18805871
Date Request Received: July 12, 2025
Current Status: Phase II

Request marked as Partly Confidential

Requested feature:

Screen Time, FamilyActivityPicker.

Non-confidential description of request:

Hello, my name is Frederik Riedel and I'm the developer behind an app called "one sec".

Background information / context of my app:
With one sec, we help millions of users around the world to save more than 1000+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

For this, we make use of Apple's FamilyActivityPicker which is offered through the FamilyControls framework.

Apple themselves uses a different or slightly modified version of the FamilyActivityPicker picker which offers a higher stability and feature set in their native iOS Screen Time Settings.

Please find a comparison of both pickers (in regards to software stability) in the screen recording attached.

Especially when a realistic number of apps is installed on the user's device, the FamilyActivityPicker for 3rd party apps crashes reproducibly, while Apple's own picker in Screen Time settings works without issues (example: trying to expand the "Other" category).

On top of keeping the more stable version for themselves, Apple is able to:
1. Change the title of the picker: The FamilyActivityPicker in 3rd party apps always says "Choose Activities" while Apple can change the title to "Choose Apps". It would be great if we could freely choose the title (or choose to remove the title completely).
2. Change the search bar position to the bottom: The FamilyActivityPicker always has search in-line which can be tricky sometimes because users have to pull down the list actively to reveal search. It would be preferable if the developer could decide about the positioning of the search bar.
3. Change NavigationBarItems: You can see that there is a "Next Button" in the top right corner. The FamilyActivityPicker does not offer such kinds of modifications.

It would be amazing if Apple would make these capabilities available to 3rd party apps as well.

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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Name of Developer: riedel
ID# of Request: FB18806160
Date Request Received: July 12, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
Ensure that ManagedSettingsUI.ShieldConfiguration and ManagedSettings.ShieldActionDelegate gains same level of functionality as Apple's built-in Screen Time functionality

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
Screen Time

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Hello, my name is Frederik Riedel and I'm the developer behind an app called "one sec".

Background information / context of my app:
With one sec, we help millions of users around the world to save more than 1000+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

For this, we make use of ManagedSettingsUI.ShieldConfiguration in order to display block shield overlays on top of target apps (e.g. when a user has reached a certain limit or during a block session).

We use ManagedSettings.ShieldActionDelegate in order to react to user actions on block shields.

We have noticed however, that Apple's capabilities in their own native Screen Time solution goes far beyond what is available to 3rd party developers.

1. Apple's Shields can display animations (this is visible when the shield appears or disappears, the hourglass is rotating nicely), the 3rd party ManagedSettingsUI.ShieldConfiguration cannot.
2. Apple can display overlays and additional custom UI elements on top of the Screen Time shield, for example when pressing the "Ignore Limit For Today" button. This option is not available for 3rd part developers, neither through ManagedSettingsUI.ShieldConfiguration nor through ManagedSettings.ShieldActionDelegate. It would be great if Apple allowed 3rd party developers to display UIViewControllers on top of the Screen Time shield as well.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
With one sec, we help millions of users around the world to save more than 1000+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

How will your product(s) use the feature? *

We would heavily improve our Screen Time shields (ManagedSettingsUI.ShieldConfiguration and ManagedSettings.ShieldActionDelegate):

They would be able to offer nicer animations (e.g. when a shield appears or disappears).

We would also be able to offer our interventions (e.g. a full-screen breathing exercise) within the Screen Time shield without the need to forward the user into our app first. This would be possible if Apple gave us access to use UIKit, or SwiftUI within the Shield as well, just how they utilize it for their own Screen Time solution.

Where do you offer or will you offer the product(s)? *
Worldwide

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
No other Screen Time frameworks are available on iOS.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).
If you have any questions / feedback, please feel free to reach out any time.

Attachments
ScreenRecording_07-13-2025 00-36-08_1.mov
ScreenRecording_07-13-2025 00-31-29_1.MP4
IMG_5214.PNG

Communications with Developer:

July 14, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

August 11, 2025, from Apple to Developer:

Dear Frederik,

Thank you for your request.

Following an initial assessment of your request, we are moving your request to the next phase of our interoperability process. In this phase, the relevant teams will assess whether we are able to provide an effective interoperability solution and, if so, develop a tentative project plan.

It may be that, despite our best efforts, it will ultimately not be feasible or appropriate to provide an interoperability solution, including if providing effective interoperability would compromise the integrity of the operating system. We have also not yet conducted an assessment of the impact this request would have on Apple's intellectual property rights. We will inform you should it not be feasible or appropriate to implement your request. We expect to have an update for you on this phase by October 7.

If you have additional questions, you may reach out to us through Apple Developer Forums, Feedback Assistant, or a code-level support request.

The Apple Developer Relations Team

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Name of Developer: Benjamin Hurst
ID# of Request: FB18860219
Date Request Received: July 15, 2025
Current Status: Closed

Please provide a descriptive title for your request: *
controllerHomeindexingServicesWithclient_id

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
{addMvc=Service}/{Startup@OptionalSet}/{{typ:"at+jwt"}

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Authorization servers and resource servers conforming to this specification MUST include RS256 (as defined in [RFC7518]) among their supported signature algorithms.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
api.Crossref.org
DSS-PCI
Texas Instruments-SDKs
sysConfig
FidelityffxSDKs
Capacitor

How will your product(s) use the feature? *
Packages linking a lifecycle to a kernel process for using the renew function of our authenticator as our life cycle event in which two members exist in the form of abstract objects with prefix one and two whose factory class is titled member and uses the placeholder of default inlines in webkit along with a logger for event listeners formed by macros and their expansion that is sequenced with a serializedbytestreamCharacter equaling one bit to conform with non-lossy in lazy loading characteristics using type safe conversions of characters used by the jvm to anti-alias the runtime which uses blocking and code coverage for hierarchy of scope that would normally be stdout with the stream being its replacement power management handles java compilation and swift is initialized with a string literal storing throwable events for synchronizing to patterns of harmonic balance in latency. The idle state is for kernel debugging outside of the userspace and must be annotated to a delimiter for separation of literal sequences and contstructor arguments that are routed to the kernels parasorting task used for differentiation of characters using for strings as alphanumerical reflections of their original value passed to get text for bundles partitioning for direction of stream buffer starts at center and media stream starts at front of buffer

Where do you offer or will you offer the product(s)? *
Worldwide
European Union
United States

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
[RFC7662] Richer, J., Ed., "OAuth 2.0 Token Introspection",
RFC 7662, DOI 10.17487/RFC7662, October 2015,
<https://www.rfc-editor.org/info/rfc7662.>

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Attachments

Communications with Developer:

July 15, 2025, from Apple to Developer:

Thank you for your interoperability request. We will need additional information in order to evaluate your request.

First, can you please provide more information on what hardware or software feature built into iOS or iPadOS you wish to request interoperability with?

Second, can you please provide more information on the developer product use for which you believe interoperability with a requested feature would help you achieve?

Once this information is provided, we can continue with the review of your submission. If we do not receive a response within 3 working days, the period for Apple to conclude the eligibility assessment of your interoperability request and communicate the outcome to you will be suspended accordingly.

July 30, 2025, from Apple to Developer:

We are following up on our communication from July 15 requesting additional information in order to evaluate your request.

If we do not hear back from you by August 5, we will close your request as abandoned without any determination as to its eligibility.

[Request Closed on August 6]

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Name of Developer: riedel
ID# of Request: FB18927789
Date Request Received: July 18, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
Allow 3rd party apps to use Screen Time's DeviceActivityReport API in Widgets just like Apple's Screen Time Widget

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
Screen Time Widget

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Hello, my name is Frederik Riedel and I'm the developer behind an app called "one sec".

Background information / context of my app:
With one sec, we help millions of users around the world to save more than 1400+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

one sec is using Shortcuts automations in order to react to users opening target apps: an intervention (e.g. breathing exercise) is injected before social media apps can be used – so the user can re-think if they really want to continue to the target app – or if it was just a muscle memory reflex.

Link to the app: https://apps.apple.com/app/apple-store/id1532875441

We are also conducting many research projects in one sec, for example with the German Max-Planck Institute, Stanford University, or Oxford University in the UK, e.g.: https://www.pnas.org/doi/10.1073/pnas.2213114120

We were able to show that one sec reduces social media usage by 57% on average.

One big feature set of one sec are statistics, and using them to educate / nudge users for healthier smartphone habits.

For that we make use of the DeviceActivityReport API, which is a sandboxed environment which lets 3rd party render iOS Screen Time data without actually accessing the data.
This is done in a very privacy conserving way which is actually a great idea (although it is not perfect and requires some bug fixes from Apple).

We would love to make use of this framework inside of Widgets, however that does not work. DeviceActivityReport rendered inside of Widgets remain blank.

Apple however can make use of Screen Time data within widgets (see attached screenshot) and we would love to offer similar functionalities for our users.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *

Hello, my name is Frederik Riedel and I'm the developer behind an app called "one sec".

Background information / context of my app:
With one sec, we help millions of users around the world to save more than 1400+ years (!) from scrolling social media *every single week*.

We help grown-up adult users to limit their own screen time (NOT adolescents who are managed by their parents).

one sec is using Shortcuts automations in order to react to users opening target apps: an intervention (e.g. breathing exercise) is injected before social media apps can be used – so the user can re-think if they really want to continue to the target app – or if it was just a muscle memory reflex.

Link to the app: https://apps.apple.com/app/apple-store/id1532875441

We are also conducting many research projects in one sec, for example with the German Max-Planck Institute, Stanford University, or Oxford University in the UK, e.g.: https://www.pnas.org/doi/10.1073/pnas.2213114120

We were able to show that one sec reduces social media usage by 57% on average.

How will your product(s) use the feature? *
We want to build advanced Screen Time data visualizations for our users which can be revealed in Widgets.
This can help users to stay up to date with their device usage throughout the day.

Where do you offer or will you offer the product(s)? *
Worldwide

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
There is no alternative Screen Time API on iOS unfortunately.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Attachments
Screenshot 2025-07-18 at 22.08.11.png

Communications with Developer:

July 24, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

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Name of Developer: Karlsruher Institut fuer Technologie
ID# of Request: FB19172956
Date Request Received: July 28, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
BLE Audio Support on iPhone

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
BLE Audio

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
iOS does not support LE Audio, making it impossible to connect to headphones that only support the LE Audio standard

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
OpenEarable 2.0

How will your product(s) use the feature? *
Use LE Audio to play audio on the headphone and stream microphone data to the phone

Where do you offer or will you offer the product(s)? *
Worldwide

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
Bluetooth classic does not work with the chipset of the headphones.Das MFI BLE Audio für Hörgeräte funktioniert nicht mit dem Chipsatz der Kopfhörer

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Attachments

Communications with Developer:

July 29, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

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Name of Developer: Proton AG
ID# of Request: FB19193860
Date Request Received: July 29, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
Enable Proton Calendar as a Default Calendar Application on iOS

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
Default Calendar App Selection on iOS/iPadOS: allow users to set a third-party calendar app (Proton Calendar) as the system default calendar application.

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Proton Calendar currently cannot be set as the default calendar on iOS, preventing us from fully serving the needs of our customers. Apple's support is needed to introduce a mechanism that allows third-party calendar apps (like Proton Calendar) to be chosen as the default for event handling, date links, and calendar invites.

- This lack of support results in hundreds of user requests like these:
"I'm new to using iPhone/iOS. I want to change the default calendar app to be Proton Calendar." --> https://discussions.apple.com/thread/255356372?sortBy=rank

- "I request that we be able to add the Proton Calendar to the (in my case, iOS) default calendar app." --> https://protonmail.uservoice.com/forums/932842-proton-calendar/suggestions/45333130-set-as-default-calendar-on-mobile

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
Proton Calendar is a secure, privacy-focused calendar app offered by Proton AG, available on iOS, Android, and web. It provides encrypted event management, designed for users seeking privacy over mainstream alternatives.

https://proton.me/calendar

How will your product(s) use the feature? *
If Apple enables third-party default calendar app support, Proton Calendar will integrate as a system-wide default calendar. This means:

- Opening calendar invites and files: tapping an event invitation (e.g. an .ics file attachment or a calendar link) on iOS would launch Proton Calendar (instead of Apple Calendar) to open or import the event.

- Creating new events via links or Siri: when iOS detects date/time information (e.g. tapping a date in iMessage), having Proton Calendar as default would direct these actions to Proton Calendar.

In summary we are looking for a similar experience to what is already available for Proton Mail, where users can set Proton Mail as the default email app on iOS --> https://proton.me/support/ios-default-email

Where do you offer or will you offer the product(s)? *
United States
European Union
Worldwide

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
We have carefully evaluated alternative approaches to achieve a calendar integration such as using Apple's Calendar Data (EventKit) where Proton Calendar could theoretically write to the iOS system calendar database via EventKit APIs, so that events appear in Apple's Calendar app. This doesn't make Proton Calendar the default app; it merely syncs data to Apple's app, which is not the desired outcome.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).
It is already possible to make Proton Mail the default email app on iOS: https://proton.me/support/ios-default-email. We would like a similar capability for Proton Calendar.

Attachments

Communications with Developer:

July 30, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

ID# of Request: FB19566307
Date Request Received: August 11, 2025
Current Status: Closed

Request marked as Confidential

Please provide a generic description of the request: *

Yes, Wheel, phone stand. Phone screw rubber 3d printed joystick.

Communications with Developer:

[Confidential communications with requestor, withheld from publication]

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Name of Developer: Q Misell
ID# of Request: FB19609583
Date Request Received: August 13, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
PassKit NFC and VAS Protocol

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
Wallet

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
It is documented that Apple supports, in addition to the standard barcoded Wallet Passes available to all, Passes which contain NFC data (see: https://developer.apple.com/documentation/walletpasses/pass/nfc-data.dictionary).
The signing certificates for such passes are not freely available, and attemps to request them via the documented means have been denied.

Additionnaly, redemption (reading out) the data from the Passes requires the use of the Apple Value Added Services (VAS) protocol.
This protocol is not publicly documented.
I am therefore requesting, in addition, that Apple provide publicly the documentation required to implement the Apple VAS protocol in an NFC reader.

Per Article 6 Paragraph 7 of the European Union Digital Markets Act (Regulation 2022/1925) Apple must provide, free of charge and effective, interoperability with services used or provided by the its Operating System.

This is an Operating System service, and thus must be provided openly within the EU.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
As described in PassKit documentation.

How will your product(s) use the feature? *
As described in PassKit documentation.

Where do you offer or will you offer the product(s)? *
European Union

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
Yes.
The solution desired is extant, but not appropriately documented not made available by Apple.

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Attachments

Communications with Developer:

August 15, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

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Name of Developer: Inkeliz
ID# of Request: FB19653623
Date Request Received: August 14, 2025
Current Status: Phase I

Please provide a descriptive title for your request: *
Non-Apple Push Notification

Request Type *
Interoperability Request

Please provide the iOS, iPadOS, iPhone or iPad feature name: *
Push Notification

Please provide the reason why you need Apple's help to develop an effective interoperability solution for your product(s): *
Currently, Apple doesn't allow send push-notification over internet without using APNs. That is a big issue for decentralize services, which might need to send notification from decentralize origins.

Please describe the product that uses or will use the feature. If you have multiple products please list them all: *
Chat
IoT

How will your product(s) use the feature? *
The end-user can self-host our server-client and that server-client will send push-notifications, without a central server nor APN access.

On iOS/iPadOS, the app can connect using an arbitrary protocol to the sever-client, and that connection is persistent or periodical, based on developer needs, not Apple needs!

Where do you offer or will you offer the product(s)? *
Worldwide
European Union

Have you evaluated other frameworks or technologies (including those offered by Apple or that you could build) to achieve an effective solution for your product(s)? If so, please describe: *
The only option is send notification over LAN, which is allowed, but it doesn't fix the issue over internet. It's not a replacement for APN!

Confidential Treatment of Your Request: *
Fully available to other developers

If you have additional information that may be useful for the evaluation of your request, please provide it. You may also upload a file with additional details (such as diagrams).

Attachments

Communications with Developer:

August 15, 2025, from Apple to Developer:

Thank you for your interoperability request.

It is currently in Phase I - Eligibility review. We will reach out via this forum if we need clarification of your request.

If we do not reach out for clarification, we will endeavor to provide you with the outcome of the initial assessment of our Phase I - Eligibility review within 20 working days of the date of your request, which does not include any public holiday as defined by the European Commission.

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