A review of the iPhone Duo

By ALEX FITTS
Contributing Writer

The iPhone Duo has been one of Apple's most anticipated leaked products in history. The iPhone Duo is the latest iPhone to have been released, and it's also the latest foldable to enter the market.

The iPhone Duo has two organic light-emitting diode (OLED) screens, an outer display that measures 5.4 inches and an inner display that measures 7.6 inches. There are four cameras: two 48-megapixel cameras on the outside, a 12-megapixel camera on the front of the outer display and a four-megapixel camera beneath the inner foldable display.

Contrary to recent iPhones, the iPhone Duo does not have Face ID — it has Touch ID, a fingerprint sensor integrated with the power button to unlock the phone, authenticate payments and to download apps. It features Apple's latest mobile chip, the A20 Pro.



ALEX FITTS/CHRONICLE

It also has many other standard things and features that most people are familiar with in iPhones: stereo speakers and microphones, volume controls, the camera control button, a USB-C port for charging and data transfer, MagSafe and regular wireless charging. The iPhone Duo is sold in two colors: Star White and Night Sky, and in configurations of 256 gigabytes through two terabytes, starting at $1,999.

Apple has long been expected to debut its foldable iPhone ever since Samsung announced its foldable phone, the original Samsung Galaxy Fold, in 2019. Since then, the foldable market has had a slow start due to technology issues, the expense and the lack of true demand. Apple, which is no stranger to debuting technologies years after its competitors, has continued this trend with the iPhone Duo. They have spent those years reviewing the mistakes of their rivals in this small category of smartphones.

Having purchased the iPhone Duo the day it was launched Oct. 23 and using it as my daily driver phone since, I have gotten to fully experience and understand everything that is the iPhone Duo. First off, it is very expensive compared to other iPhones, between $700-$1,200 more than any other phone Apple currently sells. It is a very premium and well-built phone. The sides are titanium and the back is made from frosted glass. It feels like a great phone to hold.

Depending on the phone's orientation and whether it's closed or open, sometimes the power button for Touch ID or the volume buttons are in inconvenient or awkward places, and often one of the speakers will be covered by your hand while holding it.

The screens are great quality; however, coming from an iPhone 17 Pro and iPad Pro M4, the iPhone Duo's inner display often cannot get bright enough in direct sunlight. The outer display is way too small to comfortably use, especially compared to Apple's bigger phone designs. The inner display is a great size for a foldable.

A widely discussed concern about foldable screens is the crease, and after a full week of use, there is a crease on my iPhone Duo's display; yet, it is not bothersome to me. Apple did a great job minimizing the crease by adding a matte nanotexture layer. The crease almost disappears when the inner display is turned on. It can be felt, but it is very slight.

The speakers are perfect for an iPhone. They have great sound quality and get very loud. The only frustrating thing with them is that, in particular orientations, the speakers can easily get blocked by your hands.

Having the A20 Pro chip inside, the iPhone Duo performs very well. Apps load quickly, the phone is very fast, and there are very few performance hiccups, even when multitasking apps side by side. The phone does heat up very quickly under sustained pressure or with either screen at a high brightness, which normally drains the battery faster. The battery life on the iPhone Duo is okay for iPhones, but leaves room for improvement.

Again, coming from the iPhone 17 Pro, the iPhone Duo is not a "pro" iPhone. It does not have "pro" battery life, nor does it have "pro" cameras. The two rear cameras are fine for taking standard photos, but since it lacks a telephoto camera, it does not do a good job zooming in. Zoom maxes out at 10x for photos and 6x for videos, and neither looks great at that distance.

The camera on the front display is perfect for selfies, FaceTimes and anything else you would expect. However, the camera under the inner display leaves a lot to be desired. It is the first under-display camera Apple has ever made, and it is only four megapixels. Photos taken on it look like they were taken on a laptop's webcam.

Taking advantage of the extra screen, the camera preview feature lets subjects frame the photo they're in. Apple added a feature called "Kid Cue," which displays videos of Snoopy to help capture kids' attention when taking a photo of them.

In all, the iPhone Duo is a great phone, but there is a lot Apple should improve before the average consumer would consider purchasing a foldable. Currently, the screens are too small, Face ID and the Action Button should be added, and higher-quality cameras should be included. A third telephoto zoom lens should be added to the rear for higher quality photos and videos taken far away. Right now, there is no need to upgrade to the iPhone Duo. If you want the iPhone Duo and are willing to make some sacrifices for it, go for it. But for the average consumer, wait until the second or third generation iPhone Duo for improvements to be made.

Baseball's longest rain delay is in the forecast

By ANTHONY ANGELILLO
Copy Editor

The Milwaukee Brewers, one of the smaller market teams in Major League Baseball (MLB), beat the Tampa Bay Rays, another small market team, in five games to win their first World Series.

Fifty-eight years in the making, and in a few months, the win will become a complete afterthought.

Baseball's collective bargaining agreement (CBA), the contract between team owners and the MLB Players Association (MLBPA), expires at 11:59 p.m. EST Dec. 1. Owners are widely expected to lock out the players the next day if no new deal is in place.

The CBA sets the business rules behind almost everything fans watch, including what players earn, when they reach free agency and how many teams make the playoffs. The current agreement came out of a 99-day lockout before the 2022 season and brought fans the universal designated hitter and an expanded postseason.

Locking out the players would freeze free agency, trades and access to team facilities until both sides sign a new agreement. During the last lockout, team officials could not even contract their own players, and clubs pulled images off their websites.

With the lockout untenable, teams and players have one month to squeeze in a whole winter's worth of business. Free agents can sign with new clubs starting at 5 p.m. EST Nov. 2.

That means next month is expected to be rushed, with the next set of rules still unknown.

The biggest fight is over the salary cap, something owners have wanted and players have rejected for decades.

MLB's May proposal would limit team spending to $245.3 million in 2027, set a $171.2 million floor that low-payroll teams could have to reach and split baseball revenue 50-50 with the players.

No individual player could take up more than 15% of a team's payroll and free agents' contracts would top out at $265 million over six seasons. For instance, New York Mets outfielder Juan Soto's record 15-year, $765 million deal with the New York Mets would blow right past that limit.

The owners' case rests on competitive balance, and an MLB spokesperson said too many fans have "too little hope their team has a fair chance to win."

In July, Commissioner Rob Manfred pointed to a $441 million gap between the payrolls of the Los Angeles Dodgers and Miami Marlins.

Then, before Game 1 of the World Series, in which Milwaukee won their first pennant since 1982, Manfred's views did not change.

"Once every 40 years is not enough," Manfred said.

MLB has put offers on the table that could appeal to many union members, including a higher minimum salary, earlier free agency for some players and the end of the qualifying offer, but each requires a cap.

Brewers owner Mark Attanasio backed the plan on the eve of the World Series, saying it would help lower-payroll teams compete.

MLB has taken its case straight to the fans with "Level the Playing Field" ads on MLB. TV and social media, citing a Morning Consult survey in which 79% of avid fans supported a cap.

Players see the cap as a way to keep salaries down, not to balance the standings. Union leader Bruce Meyers, the MLBPA's interim executive director since February, has said owners are really after guaranteed profits and higher franchise values.

"A salary cap is the ultimate excuse not to compete," Meyer said at the MLB All-Star Game.

Money and wins did not always line up this season, which gave players plenty to point to.

The Brewers and Rays both ranked in the bottom half of payrolls, a World Series pairing not seen since 1991, while the Mets finished last in the National League (NL) East after opening the year with the largest payroll.

Neither side looks ready to budge, with Manfred describing unprecedented agreement among owners and the union treating the cap as a nonstarter.

Fans are stuck between the two arguments after another season of filling ballparks, with MLB attendance rising to 71.75 million, the highest since 2017.

Considering the fight is all about money, it's no wonder fans are angrier than ever about a potential 10th work stoppage in MLB since 1972.

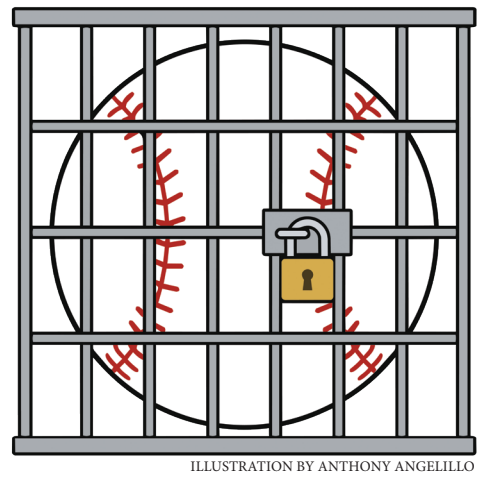
Baseball learned how quickly fans can drift away the last time a salary cap shut the sport down. The 1994-95 strike lasted 232 days and canceled the World Series. Per-game attendance took many seasons to recover.

For some players, holding the line is about protecting what the earlier generation won.

"You don't want to be the generation to send something backward," Brewer starting pitcher Jacob Misiorowski said before Game 1 of the World Series.

The recent World Series results don't help, given that money was not a factor in who won. With so many owners backing a floor and cap, why haven't smaller-market franchises spent the minimal amount discussed, and only if a floor and cap is agreed upon?

Opening day is set for March 24, but the road ahead seems darker the more you look. What you should take away from whatever happens is that one side will not be fully satisfied, but an entire league's fanbase will be alienated.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