

The best way to get an in-app purchase *working* for iOS 10, iOS 9 and 8 is to do the following:

- 1 Go to [itunes.connect.apple.com](https://itunesconnect.apple.com) and log in
- 2 Click My Apps then click the app you want to add the purchase to
- 3 Click the Features header, and then select In-App Purchases on the left
- 4 Click the + icon in the middle
- 5 For this tutorial, we are going to be adding an in-app purchase to remove ads, so choose non-consumable. If you were going to send a physical item to the user, or give them something that they can buy more than once, you would choose consumable.
- 6 For the reference name, put whatever you want (but make sure you know what it is)
- 7 For product id put tld.websitename.appname.referencename this will work the best, so for example, you could use com.endato.radiomyme.adremover
- 8 Choose cleared for sale and then choose price tier as 1 (99¢). Tier 2 would be \$1.99, and tier 3 would be \$2.99. The full list is available if you click view pricing matrix I recommend you use tier 1, because that's usually the most anyone will ever pay to remove ads.
- 9 Click the blue add language button, and input the information. This will ALL be shown to the customer, so don't put anything you don't want them seeing
- 10 For hosting content with Apple choose no
- 11 You can leave the review notes blank *FOR NOW*.
- 12 Skip the screenshot for review *FOR NOW*, everything we skip we will come back to.
- 13 Click 'save'

It could take a few hours for your product ID to register in iTunesConnect, so be patient.

Now go in Settings.h and change `#define kRemoveAdsProductIdentifier @"com.endato.radiomyme.adremover"` with your ID created in 7

Next, go into [iTunesConnect](https://itunesconnect.apple.com), and click Users and Roles then click the Sandbox Testers header, and then click the + symbol on the left where it says Testers. You can just put in random things for the first and last name, and the e-mail does not have to be real - you just have to be able to remember it. Put in a password (which you will have to remember) and fill in the rest of the info. I would recommend that you make the Date

of Birth a date that would make the user 18 or older. App Store Territory **HAS** to be in the correct country. Next, log out of your existing iTunes account (you can log back in after this tutorial).

Now, run your application on your iOS device, if you try running it on the simulator, the purchase will *always* error, you **HAVE TO** run it on your iOS device. Once the app is running, tap the purchase button. When you are prompted to log into your iTunes account, log in as the test user that we just created. Next, when it asks you to confirm the purchase of 99¢ or whatever you set the price tier too, **TAKE A SCREENSHOT OF IT** this is what you're going to use for your screenshot for review on iTunesConnect. Now cancel the payment.

Now, go to [iTunesConnect](#), then go to My Apps > the app you have the In-app purchase on > In-App Purchases. Then click your in-app purchase and click edit under the in-app purchase details. Once you've done that, import the photo that you just took on your iPhone into your computer, and upload that as the screenshot for review, then, in review notes, put your **TEST USER** e-mail and password. This will help Apple in the review process.

After you have done this, go back onto the application on your iOS device, still logged in as the test user account, and click the purchase button. This time, confirm the payment **Don't worry, this will NOT charge your account ANY money, test user accounts get all in-app purchases for free** After you have confirmed the payment, make sure that what happens when the user buys your product actually happens. If it doesn't, then that's going to be an error with your `doRemoveAds` method. Again, I recommend using changing the background to blue for testing the in-app purchase, this should not be your actual in-app purchase though. If everything works and you're good to go! Just make sure to include the in-app purchase in your new binary when you upload it to iTunesConnect!