# inAppPurchase

> *In-app purchases on Mac App Store.*

Process: Main

## Events

The `inAppPurchase` module emits the following events:

### Event: 'transactions-updated'

Emitted when one or more transactions have been updated.

Returns:

- `event` Event
- `transactions` Transaction[] - Array of [Transaction](#) objects.

## Methods

The `inAppPurchase` module has the following methods:

### `inAppPurchase.purchaseProduct(productID[, quantity])`

- `productID` string - The identifiers of the product to purchase. (The identifier of `com.example.app.product1` is `product1` ).
- `quantity` Integer (optional) - The number of items the user wants to purchase.

Returns `Promise<boolean>` - Returns `true` if the product is valid and added to the payment queue.

You should listen for the `transactions-updated` event as soon as possible and certainly before you call `purchaseProduct` .

### `inAppPurchase.getProducts(productIDs)`

- `productIDs` string[] - The identifiers of the products to get.

Returns `Promise<Product[]>` - Resolves with an array of [Product](#) objects.

Retrieves the product descriptions.

### `inAppPurchase.canMakePayments()`

Returns `boolean` - whether a user can make a payment.

### `inAppPurchase.restoreCompletedTransactions()`

Restores finished transactions. This method can be called either to install purchases on additional devices, or to restore purchases for an application that the user deleted and reinstalled.

[The payment queue](#) delivers a new transaction for each previously completed transaction that can be restored. Each transaction includes a copy of the original transaction.

### `inAppPurchase.getReceiptURL()`

Returns `string` - the path to the receipt.

### `inAppPurchase.finishAllTransactions()`

Completes all pending transactions.

### `inAppPurchase.finishTransactionByDate(date)`

- `date` string - The ISO formatted date of the transaction to finish.

Completes the pending transactions corresponding to the date.