

[StoreKit](#) / AppStore

Enumeration

AppStore

Interactions with the App Store, such as managing subscriptions, verifying devices, authorizing payments, synchronizing transactions, getting the environment, and more.

iOS 15.0+ | iPadOS 15.0+ | macOS 12.0+ | tvOS 15.0+ | visionOS 1.0+ | watchOS 8.0+

```
enum AppStore
```

Overview

Use these static functions and variables to perform tasks like showing the manage subscriptions sheet, getting the device verification ID, determining whether users can make purchases, and more.

Topics

Checking the environment

```
struct Environment
```

Constants that represent the App Store server environment.

Checking payment setup

```
static var canMakePayments: Bool
```

A Boolean value that indicates whether the person can make purchases.

Checking current age rating

```
static var ageRatingCode: Int?
```

The current age rating code for your app.

Beta

Verifying devices

```
static var deviceVerificationID: UUID?
```

The device verification identifier to use to verify whether signed information is valid for the current device.

Getting the platform

```
struct Platform
```

Values that represent Apple platforms.

Managing subscriptions

```
static func showManageSubscriptions(in: UIWindowScene) async throws
```

Presents the App Store sheet for managing subscriptions.

```
static func showManageSubscriptions(in: UIWindowScene, subscription  
GroupID: String) async throws
```

Presents the App Store sheet for managing subscriptions for a subscription group.

Requesting reviews

```
struct RequestReviewAction
```

An instance that tells StoreKit to request an App Store rating or review, if appropriate.

```
static func requestReview(in: UIWindowScene)
```

Tells StoreKit to request an App Store rating or review from the user, if appropriate, using the specified scene.

```
static func requestReview(in: NSViewController)
```

Tells StoreKit to request an App Store rating or review from the user, if appropriate, using the specified view controller.

Presenting the offer code redemption sheet

 Supporting subscription offer codes in your app

Provide subscription service for customers who redeem offer codes through the App Store or within your app.

```
static func presentOfferCodeRedeemSheet(in: UIWindowScene) async throws
```

Displays a sheet in the window scene that enables users to redeem a subscription offer code that you configure in App Store Connect.

```
nonisolated func offerCodeRedemption(isPresented: Binding<Bool>, on
Completion: @escaping @MainActor (Result<Void, any Error>) -> Void = {
_ in }) -> some View
```

Presents a sheet that enables customers to redeem offer codes that you configure in App Store Connect.

```
static func presentOfferCodeRedeemSheet(from: NSViewController) async
throws
```

Displays a sheet in the view that enables users to redeem a subscription offer code that you configure in App Store Connect.

Restoring purchases

```
static func sync() async throws
```

Synchronizes your app's transaction information and subscription status with information from the App Store.

Merchandising

```
struct AppStoreMerchandisingKind
```

Type Methods

```
static func presentMerchandising(AppStoreMerchandisingKind, from:
NSWindow) async throws -> AppStoreMerchandisingKind.PresentationResult
```

Beta

```
static func presentMerchandising(AppStoreMerchandisingKind, from:
UIViewController) async throws -> AppStoreMerchandisingKind.
PresentationResult
```

Relationships

Conforms To

Sendable, SendableMetatype

See Also

App Store interactions

```
struct AppTransaction
```

Information that represents the customer’s purchase of the app, cryptographically signed by the App Store.