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Article

# TN3185: Troubleshooting In-App Purchases availability in Xcode

Inspect your active StoreKit configuration file for unexpected configurations.

## Overview

When using [StoreKit Testing in Xcode](#) to test your In-App Purchases, your app may not display its products. StoreKit Testing in Xcode is a local test environment for testing In-App Purchases without requiring a connection to App Store servers. To set up testing in this environment, add a local or synced StoreKit configuration file that contains In-App Purchases to your Xcode project. For more information, see [Create a StoreKit configuration file](#). When you [enable a configuration file](#) in your Xcode project, this file becomes active. StoreKit uses data saved in the active configuration file when your app calls StoreKit APIs in the test environment. For more information, see [Setting up StoreKit Testing in Xcode](#).

To offer In-App Purchases in your app, call `Product.products(for:)` with a list of [product identifiers](#) (Product ID) matching these products in the test environment. `Product.products(for:)` returns an array that includes an instance of [Product](#) for each of the In-App Purchases. Update your app's UI with these returned instances, which contain all In-App Purchase information set up in the active configuration file for your app.

If `Product.products(for:)` fails to return a `Product` instance for your In-App Purchases, it may be due to the following reasons:

- Your In-App Purchases are missing or don't exist in the active StoreKit configuration file.
- You set up the test environment to simulate a load products failure scenario.

### Note

If your app fails to display its products when testing In-App Purchases in the Apple sandbox environment, or when launching the app in the App Store, see [TN3186: Troubleshooting In-App Purchases availability in the sandbox](#) and [TN3188: Troubleshooting In-App Purchases availability in the App Store](#), respectively.

## Validate your product identifier list

Inspect the active StoreKit configuration file in your Xcode project. Confirm each product identifier in your list matches the product identifier of an In-App Purchase configured in this file.

## Disable the Simulated StoreKit Load Products failure setting

A [StoreKit configuration file](#) includes settings you can use to specify test conditions or scenarios for your In-App Purchases such as Load Products. When you enable Load Products, the test environment simulates the load product failure scenario you specified such as network error. Calling [`Product.products\(for:\)`](#) in your app throws a [StoreKit error](#). When you disable this setting, the function returns all your In-App Purchases that exist in the active configuration file. For more information, see [Change settings and initiate test conditions](#) in [Testing in-app purchases with StoreKit transaction manager in Xcode](#).

To prevent the test environment from simulating a load products failure scenario, perform these steps in your Xcode project:

1. In the Project navigator, select your active StoreKit configuration file.
2. Click Configuration Settings.
3. Scroll down to Simulated StoreKit Failures.
4. Disable the Load Products setting.

## Revision History

- 2025-04-29 First published.

## See Also

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Learn the best techniques for designing devices that conform to the USB Audio Device Class specifications.
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 TN3187: Migrating to the UIKit scene-based life cycle

Update your app to receive scene-based life-cycle events and manage your user interface using scene objects and methods.

 TN3188: Troubleshooting In-App Purchases availability in the App Store

Verify your In-App Purchases are approved and available for sale in the App Store.

 TN3186: Troubleshooting In-App Purchases availability in the sandbox

Identify common configurations that make your In-App Purchases unavailable in the sandbox environment.

 TN3182: Adding privacy tracking keys to your privacy manifest

Declare the tracking domains you use in your app or third-party SDK in a privacy manifest.