

[StoreKit](#) / SKOverlay

Class

SKOverlay

A class that displays an overlay you can use to recommend another app or an App Clip's corresponding full app.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | visionOS 1.0+

```
class SKOverlay
```

Mentioned in

📄 [Receiving ad attributions and postbacks](#)

📄 [Signing and providing ads](#)

Overview

By displaying an overlay, you can recommend another app to users and enable them to download it immediately. To recommend media that's not an app, or to display a product page within your app, use [SKStoreProductViewController](#).

Important

If you display an overlay in your App Clip, you may only recommend the App Clip's corresponding full app and need to initialize the overlay with an [SKOverlay.AppClip Configuration](#) object. For more information, see [Recommending your app to App Clip users](#).

If you're using SwiftUI, make use of the `appStoreOverlay(isPresented:configuration:)` modifier. For example usage, see [Fruta: Building a feature-rich app with SwiftUI](#).

To display an App Store overlay in an app that uses [UIKit](#):

1. Create an [SKOverlay.AppConfiguration](#) with the iTunes identifier of the app you want to recommend.
2. Initialize SKOverlay with the configuration object.
3. Present the overlay.

The following code displays an overlay at the bottom of the visible scene:

```
func displayOverlay() {  
    guard let scene = view.window?.windowScene else { return }  
  
    let config = SKOverlay.AppConfiguration(appIdentifier: "The iTunes identifier of  
    let overlay = SKOverlay(configuration: config)  
    overlay.present(in: scene)  
}
```

To respond to the overlay's appearance, dismissal, or failure to load, set the [delegate](#) and implement the methods defined in [SKOverlayDelegate](#).

Note

App extensions can't display an overlay.

Topics

Creating an overlay

`init(configuration: SKOverlay.Configuration)`

Creates an overlay you use to recommend another app on the App Store.

`var configuration: SKOverlay.Configuration`

An overlay's attributes; for example, its position on the screen.

`class AppConfiguration`

An object that represents the attributes of an overlay you use to recommend another app on the App Store.

`class AppClipConfiguration`

An object that represents the attributes of an overlay you use to recommend an App Clip's corresponding full app.

```
class Configuration
```

The abstract superclass for all classes that represent an overlay's attributes.

Presenting an overlay

```
func present(in: UIWindowScene)
```

Presents an overlay in a window scene.

Dismissing an overlay

```
class func dismiss(in: UIWindowScene)
```

Dismisses an App Store overlay.

Setting a delegate

```
var delegate: (any SKOverlayDelegate)?
```

The overlay's delegate.

```
protocol SKOverlayDelegate
```

Methods for responding to the overlay's appearance, dismissal, or failure to load.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

See Also

Recommendations



Offering media for sale in your app

Allow users to purchase media in the App Store from within your app.

`class SKStoreProductViewController`

A view controller that provides a page where customers can purchase media from the App Store.