

[StoreKit](#) / [Transaction](#) / `finish()`

Instance Method





finish()

Indicates to the App Store that the app delivered the purchased content or enabled the service to finish the transaction.

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

```
func finish() async
```

Mentioned in

-  Supporting subscription offer codes in your app
-  Supporting win-back offers in your app
-  Supporting promoted In-App Purchases in your app
-  Testing at all stages of development with Xcode and the sandbox

Discussion

Call `finish()` to complete a transaction after you deliver the purchased content or enable the purchased service. For on-demand resources, don't finish the transaction until the app completes downloading the resource or you've otherwise delivered the resource.

See Also

Finishing the transaction

```
static var unfinished: Transaction.Transactions
```

A sequence that emits unfinished transactions for the customer.