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Structure

PaymentMethodBinding

A binding that makes payment methods available in apps for an Apple Account.

iOS 16.4+ | iPadOS 16.4+ | visionOS 1.0+

```
struct PaymentMethodBinding
```

Overview

This functionality is available only to eligible apps with server entitlements. The initializer `init(id:)` throws an error if your app doesn't have the appropriate entitlement to use this API, or if the user isn't eligible.

Important

The `init(id:)` and `bind()` methods may display a system prompt that asks users to authenticate with their Apple Account. Call these methods only after an explicit user action, like tapping or clicking a button.

Initialize this structure using the in-app binding identifier that your server receives from the Apple server when your server initiates payment method binding. Call the `bind()` method to prompt users to confirm adding the payment method and making it their primary payment method.

Topics

Determining eligibility

```
init(id: String) async throws
```

Creates the payment method binding for eligible apps and users.

Creating and identifying bindings

```
let id: String
```

The in-app binding identifier.

Binding payment methods

```
func bind() async throws
```

Asks the user to confirm whether to add the payment method to their Apple payment methods.

Reading errors

```
enum PaymentMethodBindingError
```

Error information for payment method binding.

Relationships

Conforms To

Equatable

Hashable

Identifiable

Sendable

SendableMetatype