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# SKMutablePayment Class Reference

Networking & Internet



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# SKMutablePayment Class Reference

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<b>Inherits from</b>	SKPayment : NSObject
<b>Conforms to</b>	NSCopying (SKPayment) NSMutableCopying (SKPayment) NSObject (NSObject)
<b>Framework</b>	/System/Library/Frameworks/StoreKit.framework
<b>Availability</b>	Available in iOS 3.0 and later.
<b>Companion guide</b>	In App Purchase Programming Guide
<b>Declared in</b>	SKPayment.h

## Overview

The `SKMutablePayment` class defines a request to the Apple App Store to process payment for additional functionality offered by your application. A payment encapsulates a string that identifies a particular product and the quantity of that item the user would like to purchase.

When a mutable payment is added to the payment queue, the payment queue copies the contents into an immutable request before queuing the request. Your application can safely change the contents of the mutable payment object.

## Tasks

### Getting and Setting Attributes

[productId](#) (page 6) *property*

A string that identifies a product that can be purchased from within your application.

[quantity](#) (page 6) *property*

The number of items the user wants to purchase.

[requestData](#) (page 6) *property*

Reserved for future use. (read-only)

## Properties

For more about Objective-C properties, see “Properties” in *The Objective-C Programming Language*.

### productIdentifier

A string that identifies a product that can be purchased from within your application.

```
@property(nonatomic, copy, readwrite) NSString *productIdentifier
```

#### Discussion

The product identifier is a string previously agreed on between your application and the Apple App Store.

#### Availability

Available in iOS 3.0 and later.

#### Declared In

SKPayment.h

### quantity

The number of items the user wants to purchase.

```
@property(nonatomic, readwrite) NSInteger quantity
```

#### Discussion

The quantity property must be greater than 0.

#### Availability

Available in iOS 3.0 and later.

#### Declared In

SKPayment.h

### requestData

Reserved for future use. (read-only)

```
@property(nonatomic, copy, readwrite) NSData *requestData
```

#### Discussion

The default value is nil. If requestData is not nil, your payment will be rejected by the Apple App Store.

#### Availability

Available in iOS 3.0 and later.

#### Declared In

SKPayment.h

# Document Revision History

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This table describes the changes to *SKMutablePayment Class Reference*.

Date	Notes
2009-05-01	SKMutablePaymentRequest is now SKMutablePayment. New user properties added.
2009-03-12	New document that describes a request to the Apple App Store to receive payment from a user.

## REVISION HISTORY

### Document Revision History