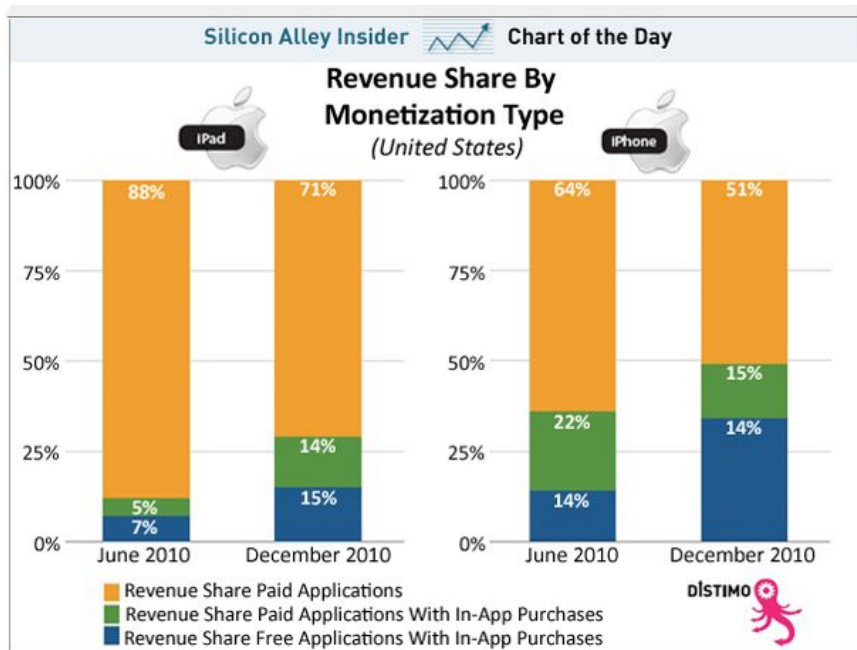# In-app Payments 34% of iPhone Apps, Says Distimo

Written by Bob Snyder
07. January 2011

If Apple initially was reluctant to let free app developers explore in-app payments, it was because they didn't expect in-app payments to accounting for so much of the revenue generated for iPhone applications.

According to a new **Distimo** report, 34% of iPhone app revenue is now coming from "free" apps that charge for extra features after the user is engaged. See chart from
SAI
....