

# What differences are there between the Mac AppStore and direct version?

Starting with PeakHour 3, the app is now available in version direct from us, along side the Mac AppStore version.

The direct version is built using [Paddle](#), a terrific service that makes it easy for developers to offer a seamless in-app purchase experience without the onerous conditions that Apple impose. We're really happy with what we've seen so far and we'd certainly like to hear [your feedback](#).

Whilst both versions are almost identical from a functionality standpoint, there are a couple of key differences:

	Mac AppStore version	Direct version
Limited time trial available	No	Yes - 10 days
Discount when upgrading from PeakHour 2?	No	Yes
Automatic updates	Yes, through the Mac AppStore	Yes, in-app
Licensed for use on multiple Macs	Yes	Yes - 5 devices*

## Why do you not offer a time-limited trial in the Mac AppStore?

Apple have so far refused to allow developers to offer a time-limited trial of their apps in the AppStore.

## Why do you not offer discounted upgrades in the Mac AppStore?

Again Apple do not provide a way for developers to recuperate development costs for upgrades. For companies who's apps are the front-end to a service, this is usually OK because the software is usually supported by another source of revenue (a service, backend or contract). For pure software indie developers such as ourselves who spend hundreds and hundreds of hours working on a new version, it is not viable and serves as a disincentive to continually improve our products.

We love software as much as many of you do and want to be able to continue to work on improvements to it.

\* If you run out of activations, we'll happy extend this - within reason of course.