/ PaymentCardReaderStore

Structure

PaymentCardReaderStore

A structure that manages the store that contains all the Store and Forward reads.

iOS 18.4+ | iPadOS 18.4+ | Mac Catalyst 18.4+ | visionOS 2.4+

```
struct PaymentCardReaderStore
```

Topics

Instance Methods

`func fetchStoredPaymentCardReadResultBatch(size: Int) async throws -> StoreAndForwardBatch`

Returns a batch of reads the framework previously stored, in chronological order, of the size you request.

`func fetchStoredPaymentCardReadResultCount() async throws -> Int`

Returns the number of reads the framework performed using a Store and Forward session.

`func resetBatchState() async throws`

Resets the current batch state in the store, allowing you to request a new batch.

`func resolveBatch(batchDeletionToken: StoreAndForwardBatchDeletionToken) async throws -> Int`

Deletes the current batch and all its Store and Forward payments, allowing you to request a new batch.

Enumerations

`enum` `StoreError`

Values that describes errors related to the payments store.

Relationships

Conforms To

`Sendable, SendableMetatype`

See Also

Store and Forward mode

`struct` `StoreAndForwardBatch`

A structure that stores the data to send to the payment service provider to process.

`struct` `StoreAndForwardBatchDeletionToken`

A secure token that you use to delete a Store and Forward batch.

`class` `StoreAndForwardPaymentCardReaderSession`

The object you use to start reading a contactless payment or loyalty card in Store and Forward mode.

`struct` `StoreAndForwardStatus`

A structure that describes the Store and Forward session status.