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Class

StoreAndForwardPaymentCardReaderSession

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

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

```
class StoreAndForwardPaymentCardReaderSession
```

Overview

Use a `StoreAndForwardPaymentCardReaderSession` object to read payment and loyalty cards from a properly configured device. You don't create this object directly. Instead, you obtain one by calling the `prepareStoreAndForward()` method of your `PaymentCardReader` object, which returns a session after the successful configuration of the device.

Maintain a strong reference to a session object for the duration of the card-reading process. You may use the same session object to perform multiple read operations, but you may perform only one read operation at a time

Topics

Instance Methods

```
func decline() async throws
```

Removes the last read from store.

```
func status() async throws -> StoreAndForwardStatus  
Allows the merchant to check the status of the Store and Forward session.
```

Relationships

Inherits From

PaymentCardReaderSession

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.

`struct StoreAndForwardStatus`

A structure that describes the Store and Forward session status.

`struct PaymentCardReaderStore`

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