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Class

VASRequest

A request to read a contactless loyalty card and retrieve loyalty program identifiers for the person.

iOS 15.4+ | iPadOS 15.4+ | Mac Catalyst 17.0+

```
class VASRequest
```

Mentioned in

 [Accepting loyalty passes from Wallet](#)

Overview

Create a `VASRequest` object to obtain details from someone's loyalty card so that you can process associated transactions. After you create this object, pass it to the `readVAS\(_:\)` or `readPaymentCard\(vasRequest:stopOnVASResult:\)` method of `PaymentCardReaderSession`.

Topics

Creating a loyalty card request

```
init(vasMerchants: [VASRequest.Merchant], localizedVASType: String)
```

Creates a request to read loyalty card service information.

Getting the loyalty card details

```
let localizedVASType: String
```

The localized name of the loyalty program.

```
let vasMerchants: [VASRequest.Merchant]
```

The list of merchants to match against the user's Wallet content or loyalty card.

```
struct Merchant
```

The identity of a merchant that offers a loyalty program.

Setting the user interface language

```
var userInterfaceLanguage: Locale.Language?
```

The language to use when localizing the user interface.

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Loyalty card requests



Accepting loyalty passes from Wallet

Set up the necessary components so your app can begin using Tap to Pay on iPhone to read and issue loyalty passes.

```
struct VASReadResult
```

The result of a request to read loyalty card information.