

[ProximityReader](#) / [VASReadResult](#)

Structure

VASReadResult

The result of a request to read loyalty card information.

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

```
struct VASReadResult
```

Mentioned in

 [Accepting loyalty passes from Wallet](#)

Overview

A `VASReadResult` object contains the encrypted loyalty card information from the customer. Typically, you receive this object only after calling the `readVAS\(_:\)` or `readPaymentCard\(: vasRequest:stopOnVASResult:\)` method of `PaymentCardReaderSession`.

Topics

Creating a read result structure

```
init(id: String, entries: [VASReadResult.ReadEntry])
```

Creates a new result object with the specified identifier and customer entries.

Deprecated

Getting the entry details

```
let entries: [VASReadResult.ReadEntry]
```

The list of loyalty reward card entries received from the customer.

```
struct ReadEntry
```

An object containing encrypted data associated with a customer's loyalty or reward pass.

Getting the result ID

```
let id: String
```

A unique identifier string for the requested read operation.

Relationships

Conforms To

Identifiable, 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.

```
class VASRequest
```

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