

[ProximityReader](#) / StoreAndForwardPaymentCardReaderSession

## 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.

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## Relationships

### Inherits From

PaymentCardReaderSession

### Conforms To

Sendable, SendableMetatype

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## 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.