

[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.