

indition Commerce

Stripe Terminal (In-Person Payments)

Card-present checkout on Stripe hardware readers

Stripe Terminal module v1.2.1 · Shop → Payment · 2026-07-03

Take payments at the counter, on real hardware

Stripe Terminal brings tap-to-pay and chip card checkout to your stores. Your POS sends the sale to a Stripe reader, the customer pays on the device, and everything reconciles automatically — with card data that never touches your servers.

Why stores love it

One tap and done

The register sends the total to the reader; the customer taps, inserts or swipes; the sale confirms itself. No manual keying, no separate terminal to reconcile.

Built for many stores

Each dealer routes to its own Stripe account and its own readers, so a multi-location business runs cleanly on one platform.

Receipts the modern way

Prompt the customer right on the reader for a printed, emailed or texted receipt — and show the cart on the reader's screen during checkout.

Keeps selling when the network hiccups

Offline collection queues the payment and commits it to an order automatically when connectivity returns.

Safer by design

Card data is captured on the Stripe reader and never touches your servers, keeping your PCI footprint small.

What you can do

Goal	How Stripe Terminal delivers
Accept in-person cards	Server-driven PaymentIntent to a paired reader (S700).
Add a reader in minutes	Pair with a one-time code; set it as the store default.
Give branded receipts	On-reader receipt choice + contact capture; branded splash screen.
Run multiple stores	Per-dealer Stripe (Connect) routing and reader scoping.
Survive outages	Offline collection with automatic reconciliation.

The bottom line: real card-present checkout, multi-store ready, reconciled automatically, with a minimal PCI footprint.