

TIMEWOLF SCOUT

VERSION 4.0



BIOMETRIC HAND GEOMETRY FOR SECURE USER IDENTIFICATION

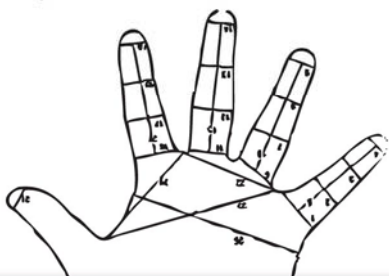
Overview

For companies that have small, large or multiple locations, minimal supervision leaves opportunity for time theft and buddy punching.

The Scout Hand Geometry reader brings the flexibility of a full function time and attendance terminal together with the sophistication of the most accurate identification technology available.

Using field-proven biometric technology, the Scout Hand Geometry reader uses the size and shape of the user's hand to verify their identity each time they use the terminal. This practical and precise solution makes card-based systems obsolete.

The hand reader is very durable and capable of withstanding the worst conditions. Enclosures for cold, wet and dry environments are available.



How It Works

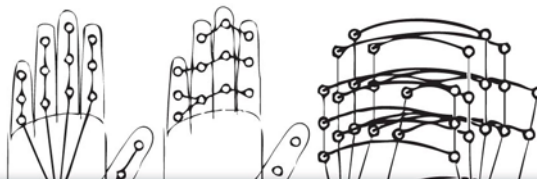
The user friendly menus make the Scout very easy to use. From the menu, users are able to quickly choose activities they want to complete. The menu walks the user through the entire process.

The reader is equipped with an infrared camera that takes a three dimensional image of the user's hand each and every time the user accesses the terminal. The image of the user's hand is then compared to the previous hand scan and based on a computer algorithm, the machine determines whether or not the hands are the same. The ability to compare scans from day to day compensates for any weight gain or loss that occurs over a period of time.

At the time of the hand scan, the time and date of the event is stored into the internal memory. That data is then sent to the Time Wolf Labor Management System where it is scanned for exceptions, generated into reports and then passed on to payroll for check processing.

Features & Extras

- One year parts and labor warranty
- Interactive menu for completion of complex tasks
- State of the art infrared camera for accurate scanning
- Real time data collection for constant updates
- Alarm Indicator for full memory or other errors



HIGH TECH SOLUTIONS THAT HELP SAVE YOU MONEY



Applications

The Scout is among the most versatile clocks available on the market today. With over 150,000 units sold to small businesses, government agencies, and corporations in the United States and the world, the Scout is quickly becoming the most implemented clock since the launch of the manual punch clock.

The sleek and user friendly design is easy for almost anyone to operate and the structural design allows the reader to reside in multitudes of environments and industries. The Scout can be mounted in an office environment but is versatile enough for more extravagant implementations like mounting to a company vehicle.

Save Money

- Eliminate employee time theft
- Eliminate buddy punching
- Eliminate the cost of badges and time cards
- Reduce payroll preparation costs and time
- Reduce overtime by locking out early punches

Expandability

- Employee count upgrades are quick and easy
- TCP/IP Ethernet connectivity comes ready to use
- Capable of handling a maximum of 100 employees
- Easily upgrade your system at anytime to InfiniTime
- Easily enroll new users and remove old users

Connection Methods

- Direct connection to the computer via RS-232
- Internal 10mb/100mb TCP/IP connection

Technical Specifications

Size: 8.85" (width) x 11.65" (height) x 8.55" (depth)
Weight: 6-7 lbs with optional backup battery
Power: 12-24 VCD or 12-24 VAC, 50-60 Hz, 7W
Operational Temperature: (5°C to 40°C)
Non-operational Temperature: (-10°C to 60°C)
Hand Verification Time: 1 second or less
Retention: 5 years using an internal lithium battery
Transaction Buffer: 5,120-8,190 transactions*
User Capacity: 100
External Ports: RS-232, 10mb/100mb TCP/IP

Increase Productivity

- Data collection at the terminal takes only seconds
- Instantly access employee data across a network
- Track late, early, unscheduled, and missed punches
- Biometrics eliminate the hassles of badge systems
- Simple access codes make it quick to clock in/out
- Biometric Technology forces users to be on time
- Download data only when you need it

