

HandPunch Interface 1 (HPI1)

VISUAL IN/OUT STATUS

The HPI1 will send a message to the HandPunch screen when a valid clocking is made. This message shows the employee's name and their in/out status. The normal "score value" is then shown shortly afterwards.

SECONDARY DISPLAY

A clearer and/or secondary indication of an acceptance of a clocking can be provided by the HPI1's integral large LCD backlit screen. This will also display the employee's name and in/out status when an employee clocks at the HandPunch.

FACTORY BELLS

The onboard relays can also be used to control factory bells/hooters. The PC hosted software can be used to configure the HPI1 to trigger the two relays independently multiple times on different days of the week.

The HandPunch Interface 1 (HPI1) is a new and innovative product that enhances the popular Ingersol Rand HandPunch Biometric Time and Attendance terminal.

How does it work?

The **HPI1** communicates to the HandPunch using the RS232 (serial) connection. A PC will therefore communicate to the **HPI1**, rather than the HandPunch itself. The **HPI1** communicates via RS232 or TCP/IP as standard.

Employees are enrolled onto a HandPunch in the normal way. Some employee information is stored on the **HPI1** including; employee name, fire group, pin number and access group. This data is entered and sent via the controlling software (e.g. Focus). When an employee clocks in/out at the HandPunch, the clocking is stored on the **HPI1**.

What benefits does the HPI1 provide?

Because the **HPI1** includes a TCP/IP port as standard, there is therefore no requirement to purchase a HandPunch with an optional network card.

The **HPI1** is able to keep track of each employee's in/out status. This facilitates a powerful feature where the **HPI1** is able to send a Fire Roll Call report to a directly attached serial printer. The **HPI1** provides an opto-isolated input to allow a Fire Alarm Panel to be directly attached in order to trigger the report to be printed automatically. Employees can be designated to specific Fire Muster Groups, which are used to sort the employees in the report into muster group order.

The trigger input from the Fire Alarm Panel can also be configured to create a "Fire Alarm Transaction" (rather than a clocking transaction) within the **HPI1**. This special transaction is subsequently received by the host software – allowing an automated Fire Roll Call report to be generated via the software to multiple network printers.

Up to two doors can be controlled using a single **HPI1**. Integrated on the **HPI1** circuit board include; two relays, two press-to-exit inputs and two door ajar/door forced inputs. The connected door/s can be configured to be accessed using the HandPunch itself or via up to two remote Proximity Card readers. Access Control transactions from the remote card readers can be optionally configured to update the Fire Roll Call report employee in/out status.

The PC hosted software can be used to configure Access Groups that control not only who is allowed through each door, but also what time-range and on what day/s of the week they have access. The access rules created in the software are subsequently uploaded to the **HPI1**.

As an alternative to clocking using the HandPunch, the **HPI1** can be optionally fitted with an integrated Proximity (RFID) card reader, allowing cards and fobs to be used by the employee. Card reader options include; HID, Mifare, Pac, Paxton, Cotag and others. The benefits of having an integrated card reader include:

- Could be used as a back-up device if the HandPunch is faulty.
- Could be used in a different area of the premises where certain employees prefer to use cards/fobs rather than the HandPunch (e.g. HandPunch in the factory and **HPI1** in the office).
- Improvement over having independent HandPunch and Proximity Card terminals, as the **HPI1** will include clockings from both the HandPunch and card/fob reader to update the employee in/out status of the **HPI1** generated Fire Roll Call report.

HPI1 Connection Diagram

CLOCKING INDICATION

A relay onboard an HPI1 can be used to control a separate sounder and/or light to provide an improved audio/visual indication of an accepted clocking.

MULTIPLE TERMINALS

Multiple HandPunches on the same local network can be catered for by the HPI1's Master/Slave configuration. One site would typically have a single Master HPI (connected to a single HandPunch). Other HandPunch terminals would connect to a Slave HPI1 (each HandPunch connects to its own HPI1). Clockings made at a HandPunch connected to a slave HPI1 are actually stored by the Master HPI. The slave HPI1 terminals communicate across the network to the Master. The Master HPI1 also keeps the date/time synchronised on all the Slave HPI1 and HandPunch terminals. In a Master/Slave environment, the host PC would only need to download clockings from the Master HPI1 only.

