



PHOTO ID BADGING

OVERVIEW

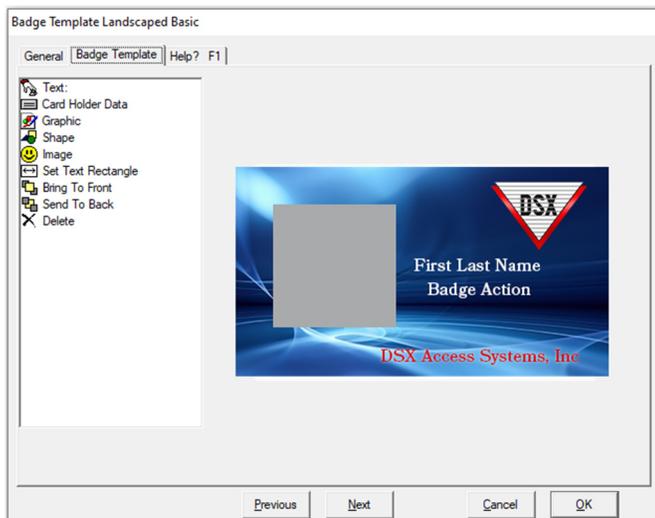
WinDSX offers a seamless integration of Video Imaging & Photo ID Badging within the Access Control Software. Photo ID badges can be created for employees and visitors. The system allows the user to create badge backgrounds (templates) on which digital images and Card Holder data is imposed when the card is printed to either paper stock or directly onto a Card. Different template can be constructed for each group of Card Holders.

All Card Holder information entered in the WinDSX Software (Name, Code, Company, Access Level, or any of 99 User Defined Fields) is available to be printed on the badge as well as encoded in a bar code or magnetic stripe. The Card Holder information can be selected and placed anywhere on the card. Custom Text can also be created in the imaging software for placement on the badge. All text, data, and image fields utilize the font, size, and 16 million color capabilities of Windows.

Workstation Image Recall displays the Card Holder image with a card read or code at a reader/keypad. Secure Visitor Management is enhanced with the ability to print a Photo ID Badge with an expiration date or time included.

BADGE TEMPLATE DESIGN

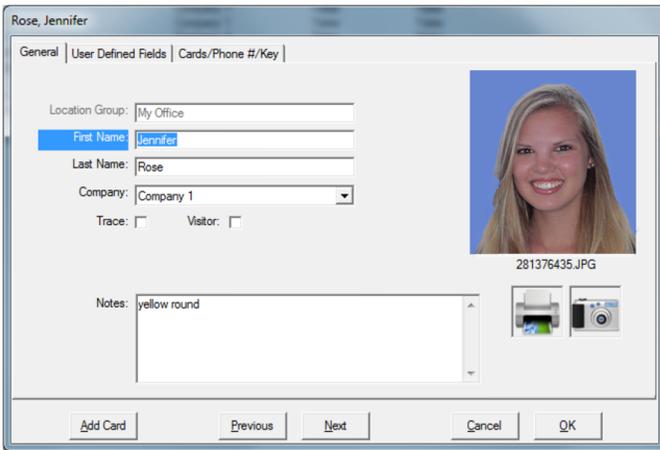
WinDSX provides a WYSIWYG (What You See Is What You Get) environment for badge creation. The Templates (backgrounds) are created visually on screen by selecting data and image fields and then placing them in the desired location on the background. Image fields are graphical image files created using a draw or paint package such as Paintbrush, Corel Draw, Adobe, etc. Image fields stored in any of the following formats can be used in the creation of a background: JPG, BMP, PCX, GEM, ICA, CMP, PCT, MAC, MSP, PCD, PSD, CAL, EPS, RAS, TGA, TIF, WMF, and WPG. You may use any of the above formats that your favorite draw package supports.



Badge Templates Design features drag and drop tools with capabilities such as transparent backgrounds, image ghosting, text centering, text shrink to fit, bring to front - send to back layering, and rotation to any degree. The ability to create unlimited badge templates allows for departments and user groups to have unique badges. Single sided or two-sided color and monochrome badges can be printed one at a time or in batch process mode.

CARD HOLDER DATA ENTRY

WinDSX makes adding new Card Holders quick, and manpower efficient with Badging and Access Control as part of the same system sharing the same data on a single PC or LAN.



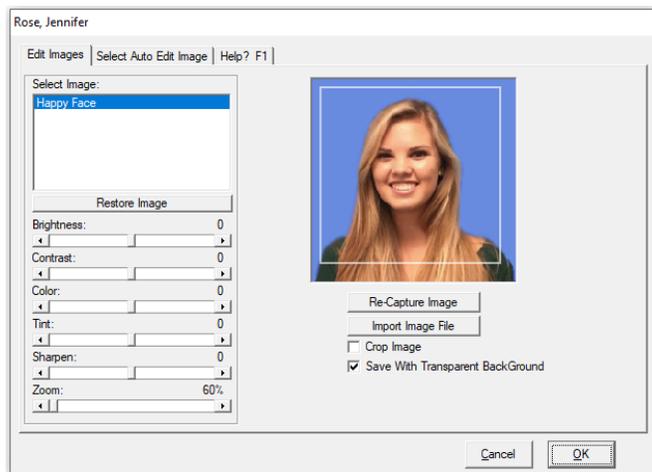
The Card Holder data entry screen encompasses the entry of Card Holder data, Image Capture and Badge Printing.

User Defined Fields can include up to 99 separate fields for any information desired.

Cards/Phone#/Key stores the relevant information for each Card Holder

CARD HOLDER IMAGES

Images can be imported from a digital camera file or captured from a live video source. When capture with live video is used, an electronic camera Pan/Tilt feature allows the operator to center the subject without having to physically move the camera. A click of the mouse allows the operator to trigger a strobe (flash) and freeze the picture. At this point, the operator and Card Holder can preview the picture. The operator then has a choice of canceling and returning to live video or saving the image to the hard disk. The digital images are permanently stored on the hard disk with other Card Holder data. These images can be sized, edited, and placed anywhere on any badge background.



Video Imaging is a standard feature of the WinDSX system that is provided at no extra charge.

Images can be captured with a digital camera and imported into the WinDSX system without any additional hardware or expense.

Low cost USB cameras can be used for low cost, low resolution pictures.

For high quality high resolution pictures a DSX Camera Kit should be used. The DSX Camera allows for live video to be used for picture capturing.

The image can also be cropped for the exact look desired. By selecting Auto Edit Image the image will be shown in 12 different frames each with specific modifications automatically applied. Just select the image desired and save. Until the image is saved it can be restored to its original form.

Once an image is imported or captured you are given a chance to edit the image before saving. The Edit Card Holder Image Screen will display a list of image types that are captured for each Card Holder. Any number of images can be stored with each Card Holder, including front and side views, signatures, fingerprints, etc. Below the image type selection, you notice 6 image editing slide controls. These controls provide exact adjustments to brightness, contrast, color, tint, sharpness, and zoom.

PHOTO ID BADGE PRINTING

A print preview feature displays the assembled badge prior to printing. Images on the print preview can be zoomed in and out and adjusted from left to right to make last minute changes before printing. The system will allow up to 32,000 badge backgrounds to be created for each of the 32,000 locations allowed in the system. Each background is created in the DSX Badge software by combining text, data, graphics, and images.

The WinDSX Badge System supports badge printing to either paper stock or directly to a card. The paper stock method involves printing the badge on paper stock, die cutting the paper stock, and laminating the card. Printing directly onto a card completes the task in one step by using a dye sublimation process; printing the badge directly on the Access Card. PVC adhesive backed cards can provide badge capabilities to standard Wiegand and Proximity cards.

If the system is equipped with a printer that can encode magnetic stripe data, the WinDSX System will allow the magnetic stripe encoding to be performed when a badge is printed. The WinDSX software will allow the user to specify any constant or variable data to be encoded on the magnetic stripe. This feature greatly streamlines the process of issuing cards when the magnetic stripe is encoded on site. Instead of having two different machines to print and then encode, the process is completed in one step by one machine.

Any Card Holder information entered in WinDSX software such as Name, Code, Company, Access Level, or any of the 99 User Defined Fields can be printed on the badge.

The WinDSX System also allows Interleave 2 of 5 and 3 of 9 bar codes to be printed directly onto the card front or back with the ability to rotate to compensate for a portrait style badge template. The data contained within a bar code can be any constant that the user desires or may be variable data stored with each Card Holder. The bar code may be placed anywhere on the badge, or the snap-to feature can be used that assures proper placement. A red covert block can be printed over the bar code when printing the badge to prevent unauthorized copying.