



Handshake.Logic 'Messaging'

Well informed – anytime, anywhere

Information is everything

- **What happens when:** Let the system keep you up to date on what you need to know.
- **Stay on top of things:** 'Messaging' will always keep you well informed, even when not on site.

Suitable information for the receiver

- **Different channels:** Be informed automatically at the Monitor, Handheld Terminal or via e-mail.
- **Target oriented information:** Whether the 50,000th visitor has entered the ground or a sector is busy, the managers as well as the security staff are informed in time.

Information automatically and anytime

- **Facts and figures:** Get information about visitor numbers, occupancy rates, etc. either at fixed times or when reaching threshold values.
- **Be on the safe side:** Inform the security staff in case the number of visitors in one of the sectors is too high.

Once set, always available

- **Dynamic messages:** Configure messages consisting of fixed and variable parts, define receiver groups and adapt information later on only if necessary.
- **Activate messages as needed:** Defined messages can be stopped and started as required at any time to suit any application and event.

Properties

Functions

- Graphical user interface
- Client application
- User management with assignable user roles
- Configurable events (alerts)
 - Server alert when a service at the server is stopped / started e.g. Importer Service
 - Checkpoint alert when a checkpoint changes its state e.g. from online to offline
 - Counter alert when a certain counter reading is reached in ascending or descending order, e.g. 500 guests at the swimming facility
 - Timed alert informs about different counter readings depending on the configured time schedule, e.g. number of visitors in VIP area, updated at 15-minute intervals, Number of attempted anti-pass back
 - Action alert informs about executing an action configured in the Handshake Explorer e.g. Mr. President enters the venue at the VIP-Gate, ticket number 123456007 was used at Gate 1, ticket property VIP was scanned etc.
- Different communication channels can be used at the same time
 - Sending e-mail
 - Displaying details in Handshake.Logic 'Monitor'
 - Executing operating system commands
- Messages are freely definable
 - Message may contain variable (e.g. visitor counter, area counter etc.) and fixed (e.g. 'The counter reading is:') text blocks
- Set alerts can be stopped and restarted
- Easy, convenient user interaction

Standard Version

- Handshake.Logic 'Messaging' license, per installed Handshake.Logic 'Server'

Technical Specifications

| | |
|---------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| System requirements Messaging PC | Microsoft Windows 7 / 8 Professional SP1 / Windows 8.1 / Windows 10 Windows Server 2008 R2 / 2012 R2 Microsoft .NET Framework 4.0 Microsoft Message Queuing SKIDATA Handshake.Logic in the latest software version LAN connection to Handshake.Logic 'Server' |
|---------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

| | |
|---------------------------|------------------------------------------------------------------------------------|
| System Environment | ETSI 07.05 compatible GSM modem or mobile phone SMTP server for sending e-mails |
|---------------------------|------------------------------------------------------------------------------------|