

# AiFace - Mars

Linux-Based Access control and Time & Attendance Terminal with Visible Light Facial recognition











Proactive Facial New Height of Recognition Anti-Spoofing

Speedy Recognition

Wide Pose Angle Touchless for Acceptance Better Hygiene

#### **Features**

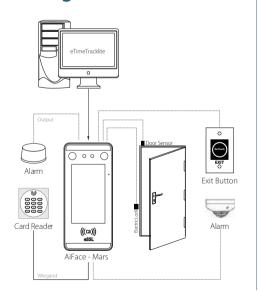
- Visible Light Facial Recognition
- Multiple card modules: 125KHz ID card(EM) / 13.56 MHz IC card (MF)
- 3,000 face templates capacity

#### Recognition distance up to 2m long and +/- 30 Degrees extra wide angle recognition The recognition distance has been greatly extended up to 2 meters long, which significantly improves maximum traffic rate. While most +/- 30 of algorithms only support 15-degree angle facial recognition, Degrees eSSL supports 30-degree angle facial recognition. +/- 30 Degrees +/-30 Degrees 2 meters distance +/-30 Degrees

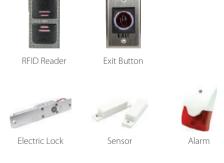
### **Specifications:**

Display	5-inch Touch Screen
Face Capacity	3,000
Card Capacity	3,000
Transactions	150,000
Operation System	Linux
Standard Functions	ID Card, ADMS, T9 Input, DST, Camera, 9 digit user ID, Acess Levels, Groups, Holidays, Anti-passba ck, Record Query, Tamper Switch Alarm, Multiple Verify Modes
Hardware	900MHZ Dual Core CPU Memory 512MB R AM / 8G ROM 2MP WDR Low Light Camera Adjustable Light Brightness LED
Communication	TCP/IP, WIFI(Optional), Wiegand input/output, RS485
Access Control Interface	3rd Party Electric Lock, Door Sensor, Exit Button, Alarm output, Auxiliary Input
Optional Functions	13.56MHz IC Card / WiFi
Face Recongntion Speed	≤1s
Biometrics Algorithms	Face VX5.8
Power Supply	12V 3 A
Working Humidity	10%-90%
Working Temperature	-10 °C- 45 °C
Dimensios (W*H*D)	91.93*202.93*21.5mm
Supported Software	eTimeTracklite

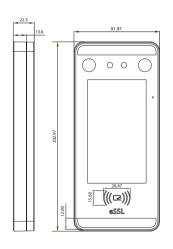
#### **Configuration:**



## **Optional Accessories:**



#### Dimensions(mm)



Disclaimer: Brief specifications are mentioned here. Specifications may change without prior notice. Customers are advised to check with us before purchase. Actual product may differ slightly to that depicted for ongoing product development



