

Workforce Software Solutions	TA100 Pro & TA100 SOL	Genesis PRO & Genesis SQL	XactTime
Platform	Desktop	Desktop & Enterprise	Web Browser & Mobile App
Deployment	Licensed	Licensed	Hosted {ASP}
Online Timecard Editing	✓	✓	✓
Built-in Payroll Exporting	✓	✓	✓
Employee Badges	✓	✓	✓
Exception Reporting	✓	✓	✓
Auto Daylight Savings	✓	✓	✓
Temporary Employees	✓	✓	✓
Labor Levels	2	5	15
Unlimited Shifts	✓	✓	✓
User Defined Pay Policies	Unlimited	Unlimited	Unlimited
Break Punching	✓	✓	✓
Lunch Punching	✓	✓	✓
Consecutive Day Overtime	✓	✓	✓
Daily Overtime	✓	✓	✓
Built-in System Backup	✓	✓	✓
Benefit Entitlement Tracking	✓	✓	✓
Display Employee Hours at Terminal	✓	✓	✗
Display Employee Benefits at Terminal	✓	✓	✗
Approval Editor	✓	✓	✓
Status Board	✓	✓	✓
Salaried Employee Tracking	✓	✓	✓
Global Transactions	✓	✓	✓
Multiple Schedule Manager	✗	✓	✓
Shift Differential	✓	✓	✓
Auto-Polling/Auto-Reporting	✓	✓	✓
Employee Messaging	✓	✓	✓
Email Reports	✓	✓	✓
Color-Coded Exceptions	✓	✓	✓
Print Reports to PDF & Excel Formats	✓	✓	✓
Auto Holiday	✓	✓	✓
Edited Punch Flagging	✓	✓	✓

Workforce Software Solutions		TA100 Pro & TA 00 SOL	Genesis PRO & Genesis SQL	XactTime
Piece Rates		×	✓	×
Per Diem		×	✓	×
Budgeting		×	✓	×
Forecasting		✓	✓	×
Levels of Overtime		3	3	2
Pay Adjustmnet		✓	✓	×
Timecard Approvals		✓	✓	✓
Report Export		✓	✓	✓
Charge Rates		×	✓	×
Holiday Groups		✓	✓	✓
Company Logo on Reports		×	✓	×
Leave Requests		×	✓	✓
Payroll Exports		1	1	1
Software Modules				
Multi-User		Up to 25	Unlimited	Unlimited
Increased Employee Support		Up to 800	Unlimited	Unlimited
Auto-Polling/Auto-Reporting		1	1	1
Messaging		✓	✓	✓
Bells		✓	✓	✓
Job Costing		×	✓	✓
Level Validation		×	✓	×
Access Control		×	✓	×
Profile Lockout		×	✓	✓
Benefit Accruals		✓	✓	✓
Occurence Ratings		×	✓	×
Hand Readers		✓	✓	✓
PC Clock		✓	✓	✓
Webclock		×	✓	✓
Portable Terminal Interface		×	✓	×
Multiplexer Polling		×	✓	×
Geofencing/GPS		×	×	✓
Mobile App		×	×	✓

Hardware Compatibility	TA100 Pro & TA100 SOL	Genesis	XactTime
TA-777/A	✓	✓	✓
TA-785	✓	✓	✓
SYnergy/A	✓	✓	✓
SY-910	✓	✓	✗
Hand Reader	✓	✓	✓