

EMS-ECO

Cashless Outdoorterminal

DESCRIPTION

This attractive outdoor terminal meets the ever-increasing customer demand for a cost-effective, robust self-service kiosk with purely cashless payment. The high-quality stainless steel housing enables free-standing installation without the need for an on-site roof. The ergonomic inclination of the anti-glare, extra-bright display maximizes ease of use and enables operation even in the sun and rain.

By offering cashless payments only the procurement and handling costs for operators can be reduced to a minimum - refilling and emptying of cash money can be avoided.

Focus on the essentials: User interactions are possible with the large touchscreen in combination with the universal QR-reader. After entering the license plate number, scanning the parking ticket or selecting the desired products, payment can be made conveniently using a bank card or smartphone wallet. If desired, a receipt can be printed afterwards and issued via the presenter. The green illuminated mouthpiece indicates the withdrawal.

Phoenix Cloud is the central platform for configuration, evaluation, interaction and remote maintenance of Beckmann payment systems. Users benefit from intuitive dashboards where they can easily view the current status and interact with their system at any time, regardless of the device.

FEATURES

- 10,1" displayscreen (format 16:9, portrait)
- resolution 1280x800 HDMI, brightness 1,200 cd/m²
- PCAP touchscreen (anti-glare etching, IK08 cover glass)
- cardterminal for cashless with PIN on glass
- acceptance of NFC cards & smartphone wallets
- LED side illumination with NFC-logo
- convenient configuration, evaluation, interaction and remote maintenance via Phoenix Cloud

OPTIONS

- QR presentation scanner
- thermal printer (e.g. for tickets, vouchers, receipts)
- LTE-Kit with flat antenna



Figure 1
Screen PARKING: Entering the license plate



Figure 2
Screen ACCESS: Purchase of an access ticket

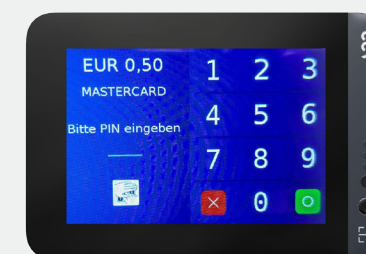


Figure 3
PIN entry on the payment touchpad

