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WaspTime : Enrolling new employees updates the clocks each time an employee is saved

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Beginning in Wasp Time v7 with the BC100, RF200, and HD300 badge clocks, the badge numbers will need to be sent from the software to the clocks. This can be done from the clock utility within the software to update all at once, but it is also done each time you edit an employee. If you are creating or editing several employees at once, this can slow down your process as you will need to wait for the clock to update each time you click Save.

To prevent this, before starting the edits, go to Clocks and edit each clock to set it to Inactive. Edit or create all of the employees, then edit the clocks to set them back to Active, and use the Clock Utility to update all of the badge numbers on the clocks at once.

The badges do not need to be registered on the clocks directly. If they are enrolled on the clock directly, but do not match up with an employee in the database, you will get a message each time you communicate with the clock asking you to delete them from the clock. Instead, they should just be entered in the software, then pushed out to the clock.

On the Clock Utility screen, all of the active clocks will need to have the Download box checked, or the Next button will not activate.