

SpeedFace-H5L

Linux-Based Hybrid Biometric
Access Control and Time & Attendance Terminal
with Visible Light Facial Recognition



Proactive Facial Recognition



New Height of Anti-Spoofing



Speedy Recognition



Wide Pose Angle Acceptance



Touchless for Better Hygiene

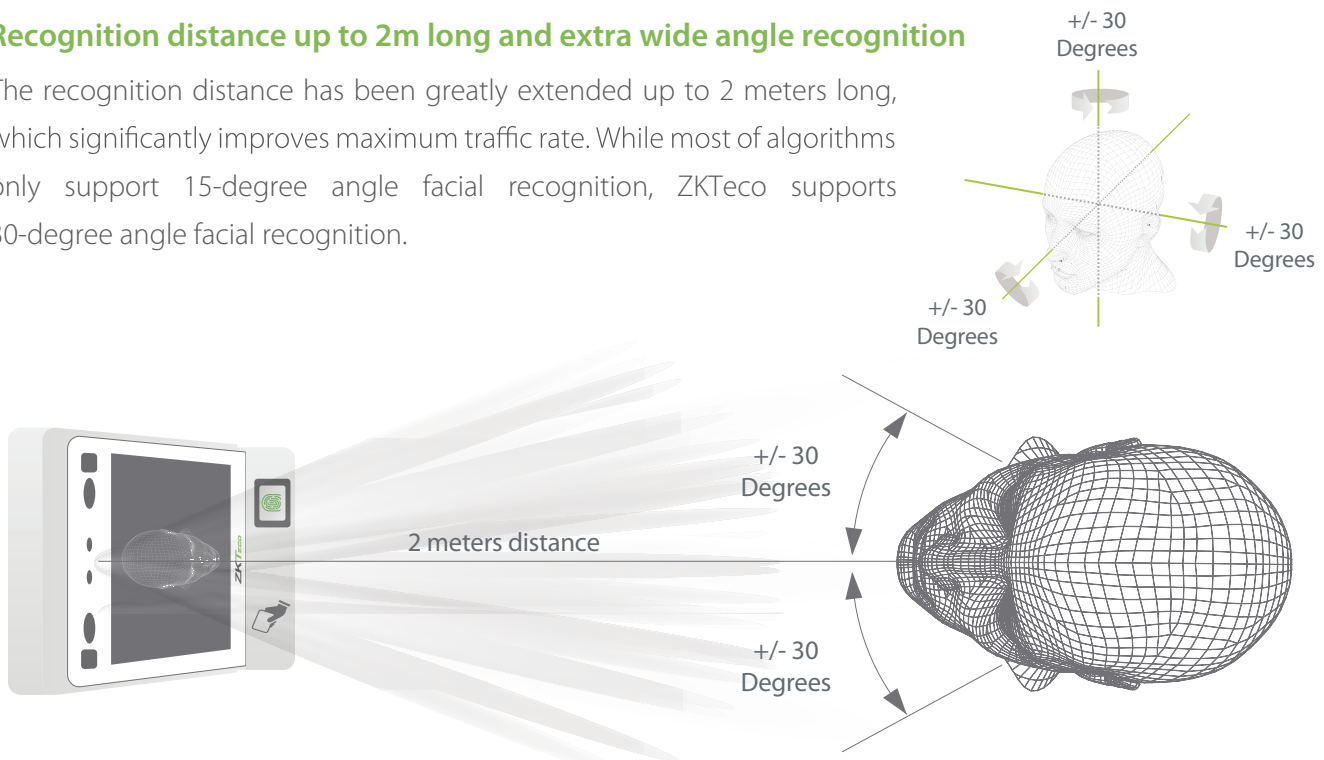


Features:

- Visible Light Facial Recognition
- Anti-spoofing algorithm against print attack (laser, color and B/W photos), videos attack and 3D mask attack
- Multiple Verifications: Face / Fingerprint / Card / Password
- Optional card modules: 125KHz ID card (EM) /13.56MHz IC card
- Supplement light with adjustable brightness
- 6,000 face templates capacity

Recognition distance up to 2m long and extra wide angle recognition

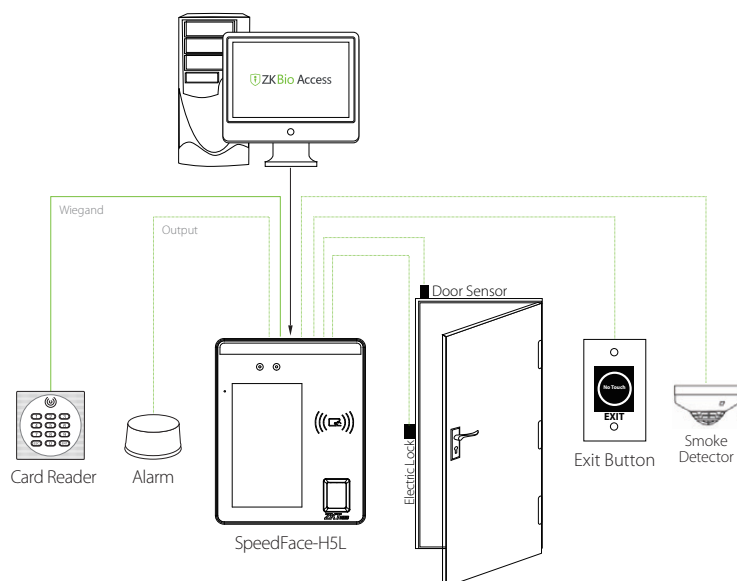
The recognition distance has been greatly extended up to 2 meters long, which significantly improves maximum traffic rate. While most of algorithms only support 15-degree angle facial recognition, ZKTeco supports 30-degree angle facial recognition.



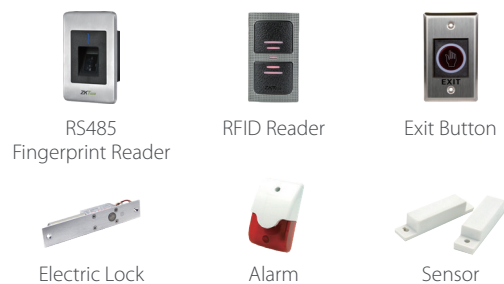
Specifications:

Display	5-inch Touch Screen
Face Capacity	6,000 (Optional:10,000)
Fingerprint Capacity	6,000 (Optional:10,000)
Card Capacity	10,000
Transactions	200,000
Operation System	Linux
Standard Functions	ADMS, T9 Input, DST, Camera, 9-digit User ID, Access Levels, Groups, Holidays, Anti-passback, Record Query, Tamper Switch Alarm, Multiple Verify Modes
Hardware	900MHz Dual Core CPU Memory 512MB RAM / 8G Flash 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 Function	13.56MHz IC card
Facial Recongntion Speed	≤1s
Biometrics Algorithms	ZKFace V5.8 & ZKFinger V10.0
Power Supply	12V 3A
Working Humidity	20% - 80%
Working Temperature	0 °C - 45 °C
Dimensions (W*H*D)	134.93 * 166.93 * 21.5mm
Supported Softwares	ZKBio Access IVS

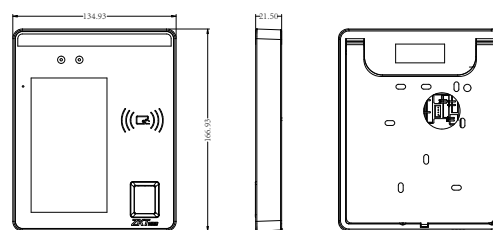
Configuration:



Optional Accessories:



Dimensions(mm):



V2.0 12/23/2022

