

Unity: Program Driver ID Key Fobs

Product Quick Guide

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1 Overview

The Driver ID kit allows you to monitor who is operating a vehicle. When a Driver presents their Driver ID tag to the Driver ID Reader, Unity associates the Driver to the vehicle asset for the duration of the operation of the vehicle. Driver ID in Unity is referred to as Driver Tokens.

In this Quick Reference Guide, we will show you how to Program Driver Tokens in Unity.

2 Supported Hardware

The Driver ID kit includes a programmable key tag that you would assign to each Driver in your fleet. The vehicles are equipped with a Driver ID Reader and a buzzer built into the FT1, FT2 and FTxw-P01 modem.



Driver ID Reader



Driver ID Tag and Key FOB



Driver ID



KKEY FOB

3 Assigning a Driver Token to a Driver

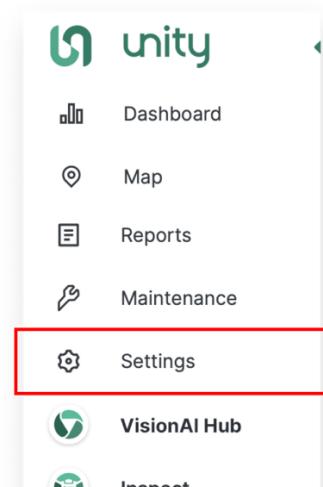
New driver tokens can be added to Unity without assigning them to drivers right away. Each added driver token must be unique.

One token can be assigned only to one driver, but one driver can have multiple assigned tokens. Driver tokens are editable until there is no scan history available.

Scan history confirms that there is an actual key/card available, therefore editing the token is not allowed.

To assign a Driver Token to a driver follow the steps below:

1. Login to the **Unity** application
2. Click the **Settings** module from the navigation panel
3. From the **People** tab select **Driver Tokens**
4. To add a new driver token, click the + button
5. Type in the **Driver token** information From the Assigned driver field, select the desired **Driver name** from the list
6. Click the **Save** button



Note: Only users with the “Manage driver assignments” permission can manage Driver Tokens (Driver ID, RFID keys, i-buttons, and other driver identification codes).

When you have successfully assigned the Driver Token, place the Driver ID tag in a Key Fob, label the Key Fob, and hand it to the Driver.

4 Unassigning a Driver Token From a Driver

To unassign a Driver Token from a Driver follow the steps below:

1. Login to the **Unity** application
2. Click the **Settings** module from the navigation panel
3. From the **People** tab select **Driver Tokens**
4. Locate the **Driver Token** from the Search field and select it from the Driver token list
5. From the assigned driver field of the desired driver token, uncheck the **Driver Name**
6. Click the **Save** button

5 Unauthorized Use of a Vehicle

If a Driver begins operating a vehicle without first identifying themselves, the device can activate a buzzer as a reminder to use the Key Fob for identification. This serves as a reminder to the driver to use the Key Fob to identify themselves.

6 Identifying Resources in Reports

Identified drivers are visible in Reports and on the Map. Events and maintenance reminders and notifications can also be sent to the identified driver. This provides improved tracking of driver performance and safety.