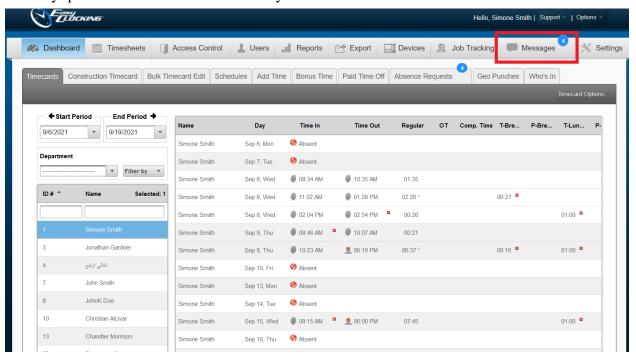
Release Notes 2.75 - Wednesday, October 20th, 2021

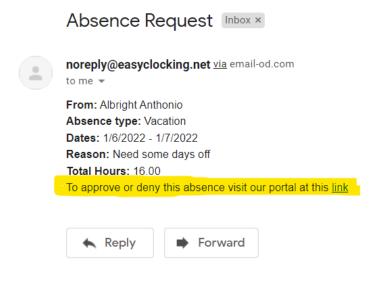
Hello EasyClockers! Here are the notes for release 2.75. In this release, we worked on the messages section available for administrators and employees. Also corrected a couple of bugs in the construction timecard reports and also in the timecard approval process. Kindly send us an email with your feedback to products@easyclocking.com. Stay tuned for upcoming updates.

Enhancements/Add-ons:

1. "Messages - Internal Inbox Message" - Admin users will now be able to see if there is a message pending to be viewed: Before this update, admin users were not able to see if there were any new internal inbox messages or messages pending to be viewed. If you did not know, you can send internal messages from the software to other employees, and employees can also reply back or send messages internally to other co-workers. If you have any questions about this feature kindly contact our team.

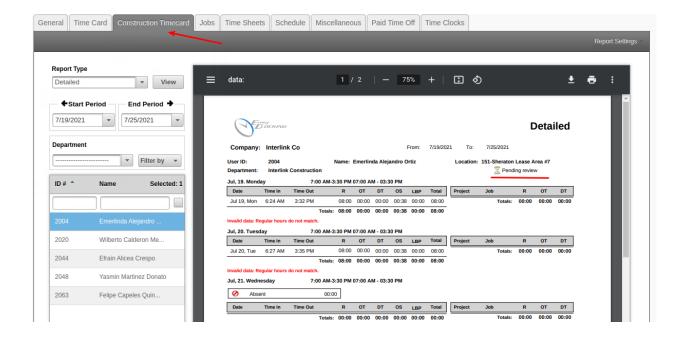


2. "PTO request email" - Added the link to "Easyclocking.net" on the email admins receive for employees' PTO requests: This enhancement provides an easy way to jump to easyclocking.net for the manager to go and approve the pending request.



Fixed Errors/Bugs:

1. "Construction TimeCard - Report" - Removed the "Approval Status" placeholder from the construction detailed timecard report: The "Approval" feature timecard for employees was never extended to work with construction timecards. When generating the detailed construction timecard report, this report would show the "approval status", but this information is not supposed to be on this report.



2. "Critical Setting - Timecard Approval" - Fixed an issue with the "Set up whether or not employees may approve their timecards" option for employees: The "Allow to approve timecard" checkbox available for employees was not working as intended. We corrected the issue and improved the approval workflow process when employees are allowed to manage and approve their own timecards.

