

AT282-TT Asset Tracking Device

The AT282-TT is a part of the Vehiclepath asset tracking line. Unlike the AT282-LP, it has the ability to track in real time.

We have specifically designed and engineered this unit to update on a daily basis (if not connected to power) or on a 30 minute continuous-tracking plan (if connected to power). When the unit is connected to power it will send an Auto Locate every 24 hours.

If the unit is not connected to power then it will work off the internal battery and give an Auto Locate every 8 hours. The device will automatically generate Unauthorized Movement Alerts once it has traveled 3 miles or more. It will continue to provide an alert every 30 minutes until stationary.

The AT282-TT can be installed on any asset that contains a 12 or 24 volt power source. Like all of the other Vehiclepath products, it can be a part of a universal solution, mixed with our other asset tracking and/or continuous-tracking devices all residing on a web-based application.

The AT282-TT is built to withstand harsh environments and can function in up to 1 meter of water. Its cellular and GPS antennas are completely integrated. The external case can be spray painted (using any non-metallic paint) to match the asset it is being installed on. It also houses an internal motion sensor and internal battery.

Target Markets:

- Trucking Companies/Local, long haul or Inter-modal

Product Differentiators:

- Low monthly rate
- Asset tracker and continuous-tracking device with an internal battery backup



- Low power consumption (1 mA in sleep mode)
- Voltage monitoring and low-battery notification
- Over-the-air firmware-upgrade capability
- Unauthorized Movement Alert
- GSM Quad-band (850/900/1800/1900 MHz) operating on the GPRS Wireless data network
- Power disconnect and reconnect events
- 3000 buffered messages for store-and-forward functionality
- Internal battery will last up to 4 hours if continuously tracking (at 30-minute update rate) or two to three weeks if stationary and updating daily.