

Calypso® LIGHT

from Calypso Networks Association

www.calypsonet.org

Focused on transport, events and access control, perfect for occasional users.

Dedicated to transport ticketing and usable for other applications like access control, an ideal solution for low-cost contactless cards.

It meets the needs of occasional users and account based ticketing, using technology based on open standards created by the transport community, for the transport community.

Calypso Prime, Calypso Light and Calypso Basic are all compliant with international standards, independently certified, and designed to share the same data model while keeping a low footprint in the terminal's software to manage ticketing transactions.

KEY BENEFITS

- ✓ High security and fast contactless transactions
- ✓ Reusable and reloadable cards for more sustainable ticketing
- ✓ Strictly compliant to all standards
- ✓ Full, independent, end-to-end certification
- ✓ Fixed file structure for a smooth integration into existing Calypso schemes
- ✓ Available from multiple suppliers
- ✓ Perfectly adapted to ABT schemes, with highly secure authentication
- ✓ An immediate answer to quickly address occasional and regular users
- ✓ Provides the same security level as Calypso Prime
- ✓ Supports two contracts

USE CASES

Light benefits from Calypso's high security and performance, thanks to a full adherence to standards and low-cost cards. Use Calypso Light to complete your range of cards, from annual and monthly passes to occasional travellers' tickets, with only a minor modification to your equipment software.

Introduce an Account Based Ticketing (ABT) scheme that delivers strong authentication with a secure token on a low-cost card.

TECHNICAL DETAILS

- ISO/IEC 14443 and CEN/TS 16794
- ISO/IEC 7816-4
- Calypso Secure Session with Triple DES hierarchical keys
- Common criteria EL4+ hardware platform
- 2 distinct file structures: legacy and standard
- Counters, cyclic log of events and other applicative data
- Tailored for any data model (e.g., EN 1545 transport data structures)