

## Sage HRMS Payroll Integration

Specializing in bi-directional Sage solutions that are scalable, affordable, seamless and agnostic!

### **Features**

Our Sierra integration synchronizes employee and payroll data between **Sage HRMS** and **TimeMaster™** with the click of a button.

Our standard out-of-the-box integration is bi-directional and updates employee information, including department, job, supervisor, and much more directly into TimeMaster directly from **Sage HRMS** so there is no double entry. It also interfaces your TimeMaster time and attendance data including time punches, pay codes, job codes, absence codes, disbursements, shift codes (and more) directly into **Sage HRMS**, making payroll a breeze.

See page two for more info and screen shots! •





# Highlights

Supports 5 org levels! Supports dollar amounts!

#### Table Data Synched:

- US payroll -6 fields
- HR Module

-over 20 fields

- -including wages, job codes
- Custom Features

-map job cost fields to HRMS's job code & 5 org levels

- -operation field transfer to shift differential code
- -different pay code for indirect v. direct labor
- -job level override

-wage transfer from HRMS to global wages in TimeMaster

#### **Bi Directional Interface:**

• Configure and GO! Enter data once, changes port to your Sage/payroll database and/or time and attendance database

#### **Technical Support:**

 Knowledgeable and responsive support team from project start and beyond

(800) 822-0973 1611 Creekside Drive, Suite 101 Folsom, CA 95630

www.SierraWS.com

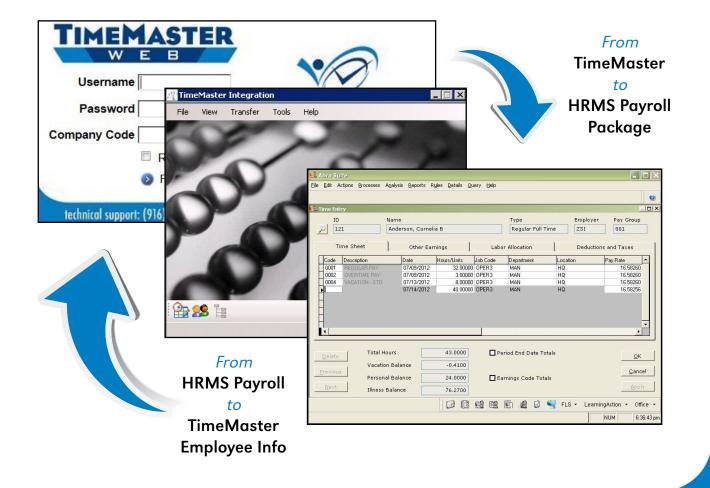


# Sage HRMS Payroll Integration



Our interface is the most advanced of its kind. It's designed for performance, scalability, and leaves you in complete control with optional functionality like wages, labor distribution, accruals, and shift differentials.

Sierra offers you the ability to deliver advanced data synchronization with our custom programming team on standby, letting you do what you do best and leaving you in the driver's seat!



**TIME & ATTENDANCE INFORMATION**