

Quick Reference Guide

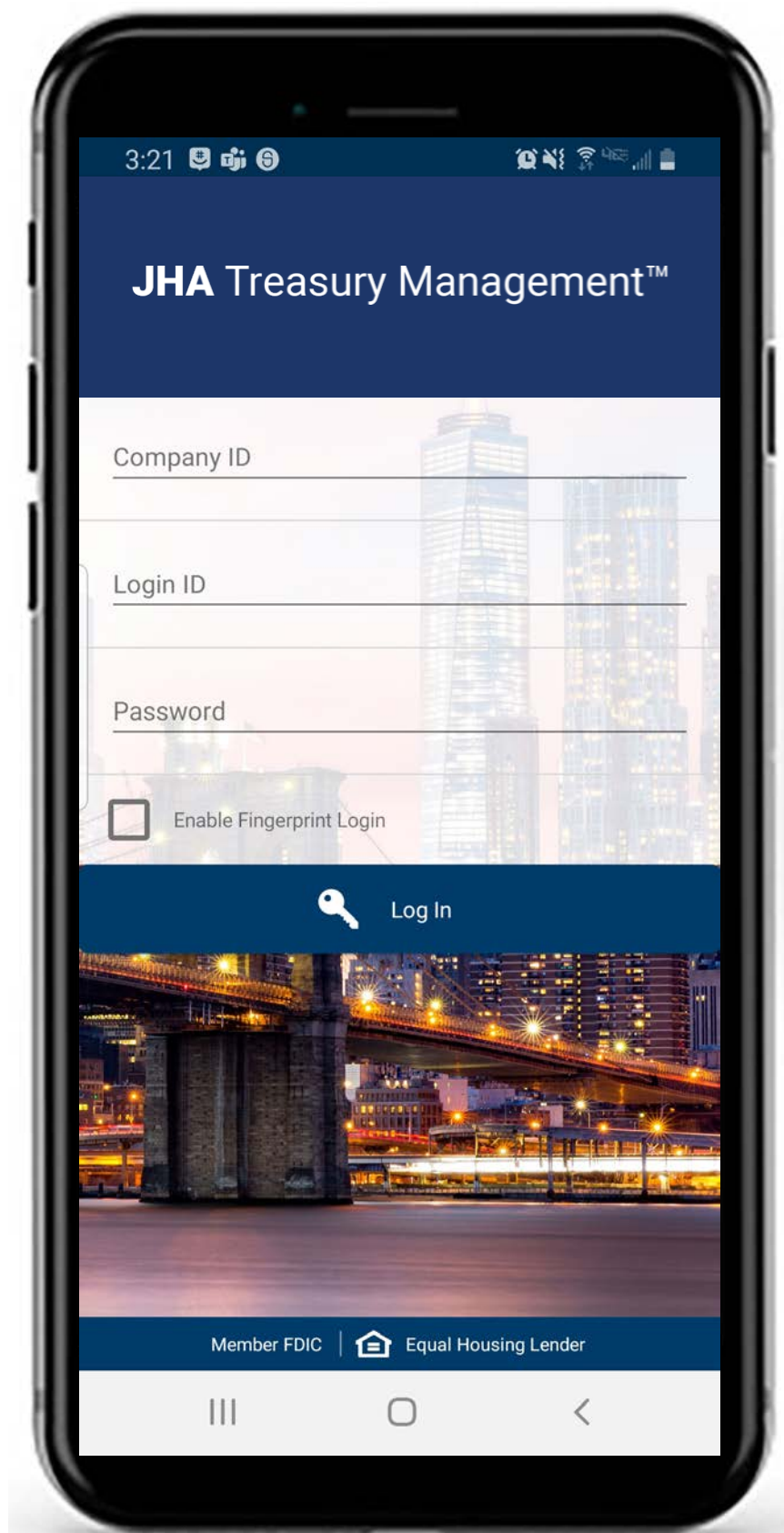
Publishing Your Branded Mobile App

JHA Treasury Management™

Last Updated: April 15, 2022

Customize our Mobile App for your financial organization

Please use this document as a checklist for determining what is needed within your jSource case to initiate setup.



1. Let's get started!

When logging your case, please be sure to select or enter the following in the appropriate fields:

Problem Summary: TM Mobile App Request

Product: NETLR_TREASURY

2. Provide Your Credentials:

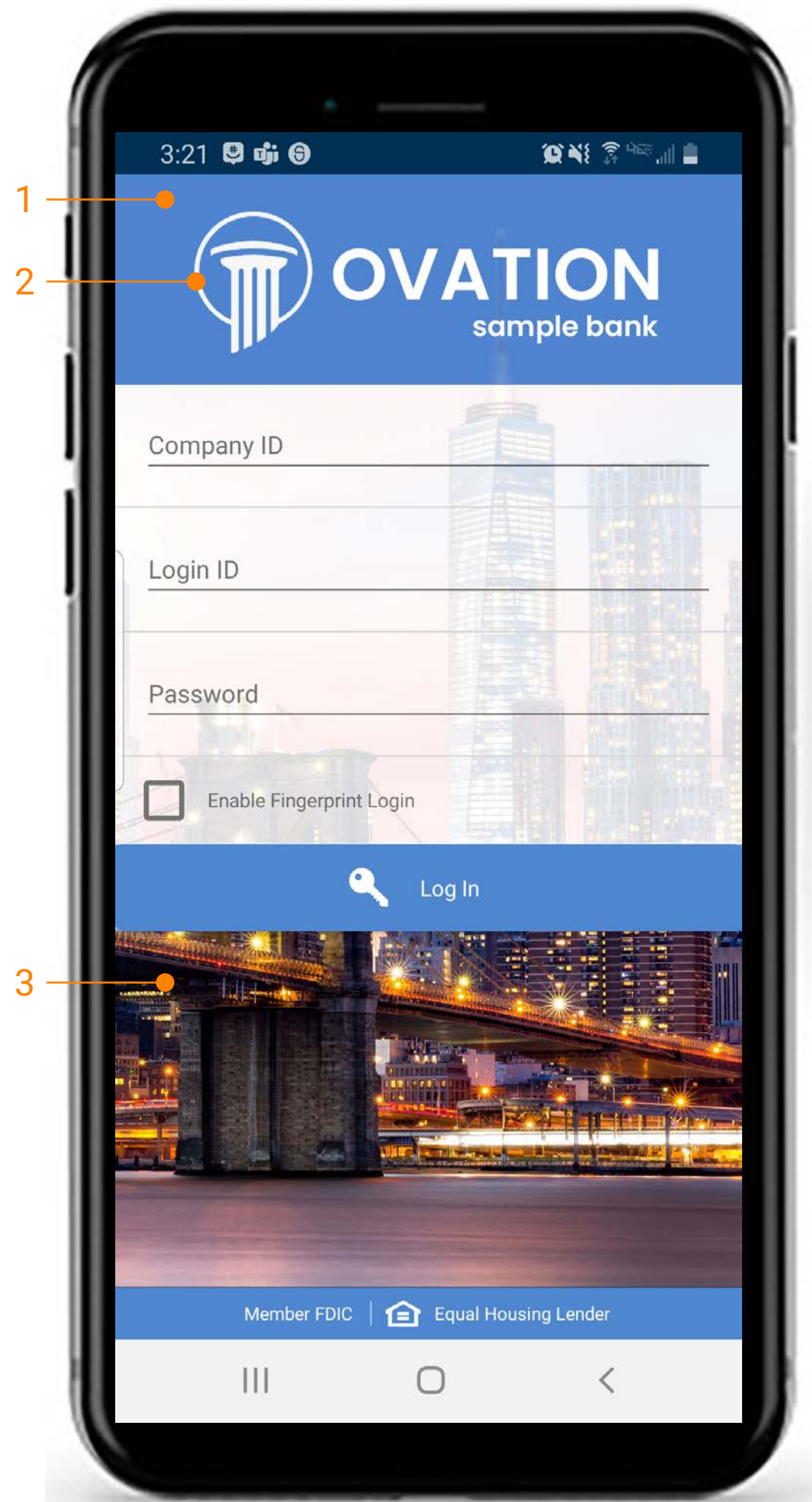
Used for testing or to log into the Apple and Google Play stores in order to publish the app. **Provide these items in a Word doc and attach it to your jSource case:**

- ✓ **Test Account on Channel Company, login ID, and password**
- ✓ **Apple Developer Credentials**
- ✓ **Google Play Console Credentials**

Note: By default, the app will be published to both the Apple and Google Play Stores. If you only want the app published to one store, please specify this in your case.

Publishing Your Branded Mobile App

Customize your branding elements — Attach the items below to your jSource case*



1. Choose Your Primary Brand Color*

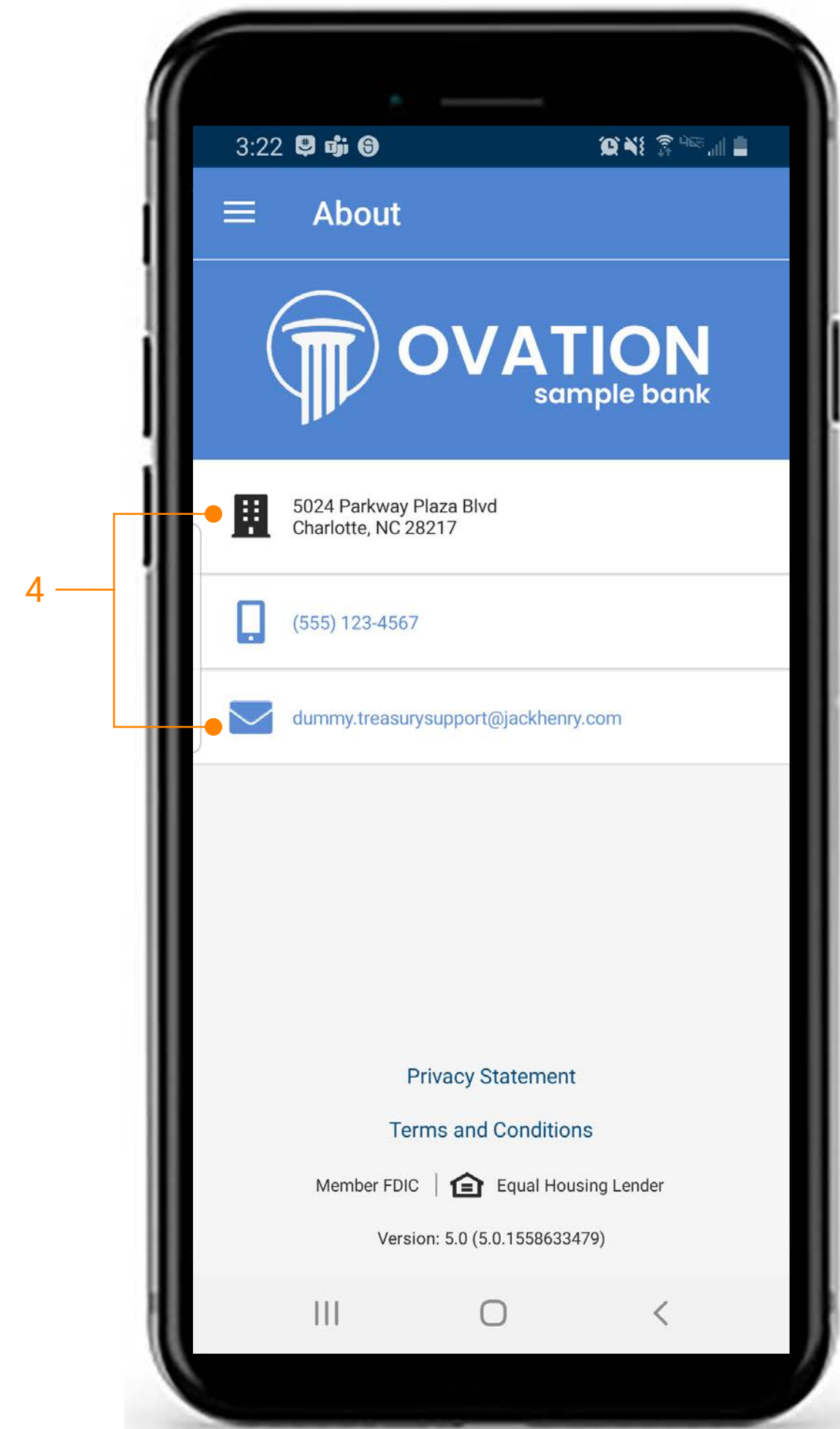
Your selected color will have an opacity of 90%, allowing for your image to peek through for an elegant look. Use webaim.org/resources/contrastchecker to select the html color (a six-character hexadecimal code) that best matches your corporate color. Also check the color contrast here to be sure your experience will be ADA compliant.

2. Attach your FI Logo and tag as one file

Logo should be white with transparent background in PNG format. Must be a minimum of 1122 x 240 pixels.

3. Choose your background Image

Image style must be in portrait style with sized at minimum of 1440 x 2688 pixels. The image must not contain any logos or text. This image covers the full height and width of the screen, including behind the transparent login fields. Your image must also be formatted as a JPEG with an aspect ratio ranging from 1:1.77 to 1:2.17.



*** NOTE:** Primary Brand Colors will also apply to the hamburger menu panel as well the phone number and email. Therefore, it is critical that the color chosen meets the ADA color contrast requirement.

4. FI Contact Information:

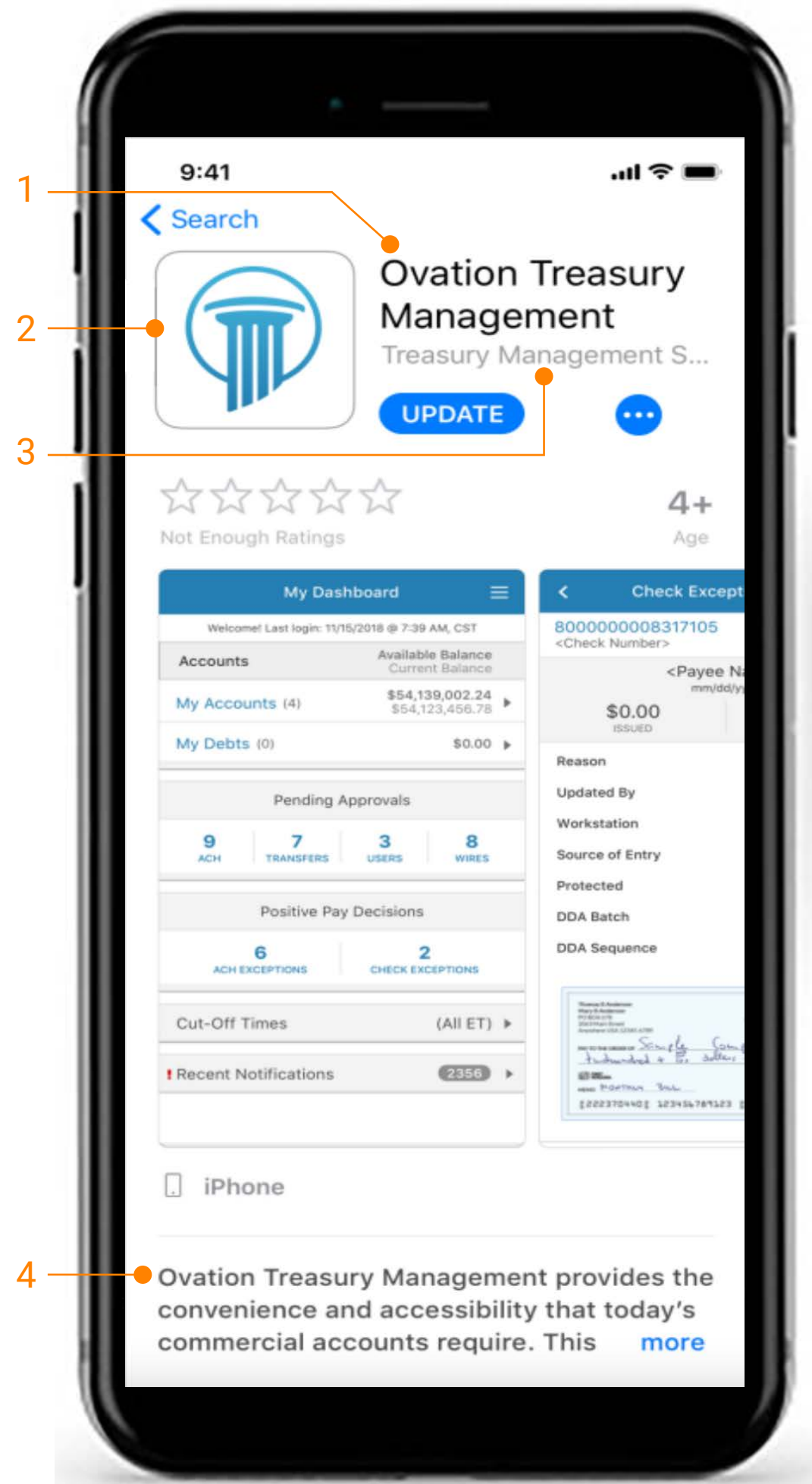
- Corporate Mailing Address
- Phone Number
- Email Address

NOTE:

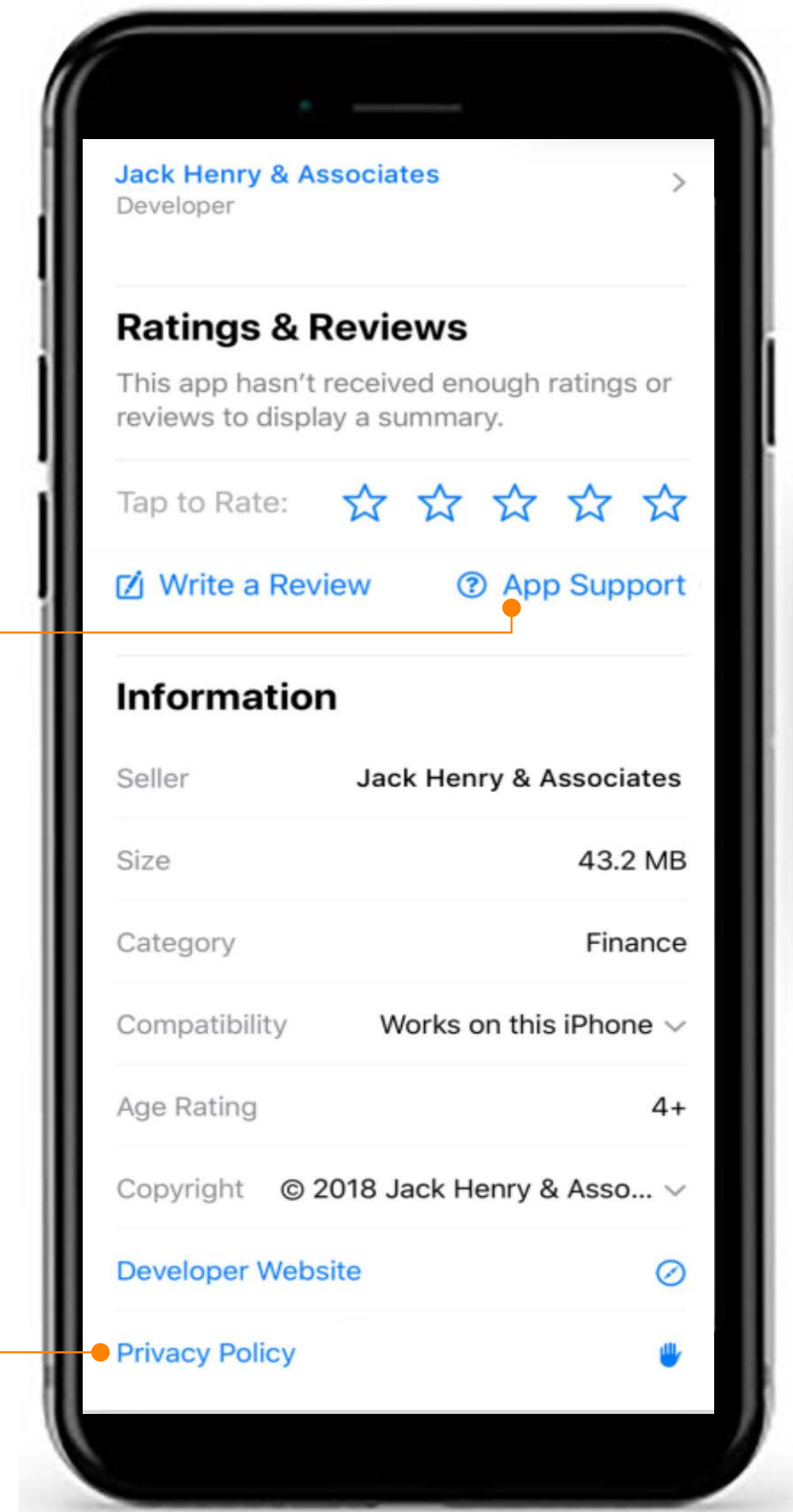
* Images will be resized so that they work on different phone resolutions..

Publishing Your Branded Mobile App

Customize what customers see on On the Google or Android App Stores – Provide the items below in a Word document and attach it to your jSource case.



1. **App Name** Name of the app as you want it to appear in the App Store. 30 characters or fewer.
 2. **App Store Header Logos** Two logos sized 1024 x 500 and 1024 x 1024 that are displayed on the Apple and Google App Stores. These should be PNG images with no transparency.
 3. **Subtitle** A summary of your app that appears below your app name throughout the App Store. Must be 30 characters or fewer.
 4. **Description** A description of your app, detailing features and functionality. 4,000 characters or fewer.
- Note:** Include one or more keywords that describe the app, separated by commas. Keywords make App Store search results more accurate. 100 characters or fewer.



5. **Support URL** A URL with support information for your app. This URL will be visible on the App Store.
 6. **Privacy Policy URL** A URL for your organization's privacy policy.
- Keywords:** Include one or more keywords that describe the app, separated by commas. Keywords make App Store search results more accurate. 100 characters or fewer.

Publishing Your Branded Mobile App

Customize what customers see on their Home Screens – Attach the items below to your jSource case.



1. **App Logo** Must be a 1024 x 1024 pixels in size, a PNG image type with no transparency. Ensure that it is still visually appealing at 30x30 pixels.

2. **Home Screen Name** Name of the app as you want it to appear on the device's home screen. 12 characters or fewer.