

System Requirements

In order to take advantage of internet banking, e-statements, e-documents, Bill Payer, mobile banking or mobile deposit at UnitedOne Credit Union, you must use a computer/smart phone/tablet that meets minimum system requirements. While these programs may run on other configurations, support for issues experienced on configurations that do not meet these specifications cannot be provided.

Internet Banking

As an industry standard, UnitedOne's internet banking supports the most current version of most common Internet browsers.

E-Statements

1) As an industry standard, UnitedOne's e-statements supports the most current version of most common Internet browsers.

2) High speed internet connection; DSL equivalent or better connection is required for optimal performance.

3) Adobe Acrobat Reader (free) is required to view and/or print PDF documents downloaded from this application. You may download this at <http://get2.adobe.com/reader/>

4) A computer with reasonable performance is required to render statements and spool statements to the printer in a timely fashion. A 1GHz or better processor with at least 64 MB of RAM is recommended.

5) A printer is required to print physical copies of statements. A color printer is required to render statements in full-fidelity. Printing to a black and white only printer is also supported

Bill Payer

1) As an industry standard, UnitedOne's Bill Payer supports the most current version of most common Internet browsers.

2) SSL 128-bit encryption.

3) Add URL to trusted sites & to allow pop-up blocker settings.

4) Enable cookies.

5) Requires Java Runtime.

Mobile Banking

Apps are available for devices that use the most recent Android or iOS operating systems.

Mobile Deposit

1) iOS operating system version 7.0 and newer with an operating camera (including iPods and iPhones).

2) iPad generation 3 and above.

3) Android device with a camera and operating system version 4.1 and newer.

Mobile Wallet - System Requirements



What do I need to use Apple Pay?

Here's what you need to use Apple Pay in supported countries or regions

- Your eligible device
- A supported card from a participating card issuer
- The latest version of iOS, watchOS, or macOS
- An Apple ID signed in to iCloud³

Apple Pay is compatible with these devices

iPhone

In stores, within apps, and on the web in Safari^{1,2}

- iPhone XR
- iPhone XS
- iPhone XS Max
- iPhone X
- iPhone 8
- iPhone 8 Plus
- iPhone 7
- iPhone 7 Plus
- iPhone 6s
- iPhone 6s Plus
- iPhone 6
- iPhone 6 Plus
- iPhone SE

In the United States,³ you can use Apple Pay Cash and person to person payments on the above devices.

iPad

Within apps and on the web in Safari²

- iPad Pro (3rd generation)
- iPad (6th generation)
- iPad Pro
- iPad (5th generation)
- iPad Air 2
- iPad mini 4
- iPad mini 3

In the United States,³ you can use Apple Pay Cash and person to person payments on the above devices.

Apple Watch

In stores and within apps¹

- Apple Watch Series 4
- Apple Watch Series 3
- Apple Watch Series 2
- Apple Watch Series 1
- Apple Watch (1st generation)

In the United States,³ you can use Apple Pay Cash and person to person payments on the above devices.

Mac

- You can use Apple Pay with a compatible Mac for payments on the web in Safari² and in Business Chat.⁶
 - MacBook Pro with Touch ID
 - A Mac model introduced in 2012 or later with an Apple Pay-enabled iPhone or Apple Watch
1. To use Apple Pay for purchases in stores in Japan, you need an iPhone 8 or later, or an Apple Watch Series 3 or later. You can also use an iPhone 7, iPhone 7 Plus, or Apple Watch Series 2 that was purchased in Japan.
 2. In China, you can use Apple Pay on the web in Safari only on compatible iPhone and iPad models using iOS 11.2 or later.
 3. Not all iPhone and Apple Watch models are compatible with transit systems in Japan, and in Beijing and Shanghai, China.
 4. United States only. Sending and receiving money with Apple Pay and the Apple Pay Cash card are services provided by Green Dot Bank, Member FDIC.
 5. Not all Apple Watch models are compatible with student ID cards in the U.S.
 6. Business Chat is currently in beta and is available only in the United States.
 7. In Japan, Apple Watch (1st generation) can't be used for rewards programs.



To use Samsung Pay, you need:

- A compatible Samsung device*
- A supported payment card from a participating bank
- A Samsung account
- A registered fingerprint or Samsung Pay PIN
- To be located in the country of the participating bank**

*If compatible, newer devices will have Samsung Pay preloaded. Samsung Pay is only available on compatible Samsung devices with the original software. Rooted or custom operating systems installed on the device are not supported.

**For verification purposes, you must be located in the same country of the participating bank when adding a payment card in Samsung Pay.

Supported Carriers:

- AT&T • Cricket • MetroPCS • Sprint • T-Mobile • Verizon • US.Cellular

Supported Devices:

- Galaxy S9 • Galaxy S9+ • Galaxy Note9
- Galaxy Note8 • Galaxy S8 • Galaxy S8+
- Galaxy S7 • Galaxy S7 Edge • Galaxy S7 Active
- Galaxy S6 • Galaxy S6 Edge • Galaxy S6 Edge+
- Galaxy S6 Active • Galaxy Note5

Supported Gear Watches:

- Galaxy Watch • Gear Sport • Gear S2 Sport* - SM-R720, SM-R730T, SM-R730A, SM-R730V
- Gear S2 Classic* - SM-R732, SM-R735T, SM-R735A, SM-R735V • Gear S3 Frontier - SM-R760, SM-R765A, SM-R765T, SM-R765V • Gear S3 Classic - SM-R770 *Gear S2 does not have MST payment capability and only supports NFC payment



To set up Google Pay:

To get Google Pay, you'll need to check that you have an Android phone running Lollipop (5.0) or higher.

1. Open your phone's Settings app
2. Tap About device. You'll find the version below "Android version."

To make in-store payments, your phone also needs to support NFC (Near Field Communication) and HCE (Host Card Emulation). To check for NFC, look for it in your phone's Settings app. E-Money users in Japan require a Osaifu-Keitai compatible device (but do not require HCE).

Google Pay might not work with phones that are:

- Running a version of Android prior to Lollipop (5.0)
- Running developer versions of Android
- Rooted, custom rom, or where the factory software was modified
- Using Samsung MyKnox
- Untested and haven't been approved by Google
- You have an unlocked bootloader on your device