

# Corporate Netbank

## Authentication methods

### Flexible authentication methods in Corporate Netbank

The main authentication solutions for Corporate Netbank is Nordea eID card and card reader, and the Nordea Codes app. This solution provides easy access and a convenient way of confirming transactions.

Nordea eID card and card reader can be used in two different ways:

#### Card reader without cable:

- No need of installing software (ready to go), a true offline method.

#### Card reader with cable:

- Smooth logon and transaction confirmation processes
- Requires installation of security software and drivers for card reader

The security software and a driver for the card reader must be installed on your computer. In addition, ActiveX and JavaScript must be enabled in your browser before you can use your card reader and chip card.

### Nordea Codes App

A true mobile solution.

The Nordea Codes app is available for all users, but it requires an administrator's approval before the user can take it into use. The Codes app does not expire.

Install the Nordea Codes app on your mobile device and take it into use using information found in My profile inside the channel

### e-legitimation card

This authentication method is only for Swedish citizens. To use this method you need to have a valid e-legitimation on card which is provided by Nordea. The same e-legitimation on card can be used in several Corporate Netbank agreements.

#### How to proceed

Contact your local account manager or cash management specialist if you need further information to decide on your authentication method.

### FURTHER INFORMATION

For more information, please contact your Nordea Cash Management Representative.

[NORDEA.COM/CN](http://NORDEA.COM/CN)

### BENEFITS

Comprehensive overview of cash flows and liquidity

Online domestic and international cash management services

One channel to a number of Nordea e-services

Flexible to use and administrate users

Personalised outlook

High level of security

Mobile & Accessible