



LiveWire

Real-Time Wire Processing

LiveWire, the hosted real-time wire solution from Juniper Payments, is the convergence of system integration and intuitive user experience. LiveWire deploys seamless APIs to automate balance checks and posting directly to the core. Domestic Wire payments are sent and received in real-time via Juniper Payments' FedDirect connection. LiveWire's platform reduces dependencies on internal resources and gets your solution to market more quickly making deployment a snap. Juniper's LiveWire product allows you to accelerate processing via the original faster payment: a Domestic Wire.

LiveWire supports origination and real-time processing of all major payment types of Fedwire Funds transfers through a single administration console. LiveWire's innovative dash board provides users with real-time information on the status of wire transactions, balances and volumes. Juniper's LiveWire solution provides branch origination and dual approval of wires, so the wire instructions are automatically delivered to the back office for final decisioning and approval. The LiveWire platform natively supports a complete exception management module to help decision makers move quickly and intelligently through the exception management process. LiveWire supports your transaction audit and compliance needs with a variety of comprehensive reporting options. LiveWire's integrated and intuitive technology protects your users from sending duplicate wire transactions.

As with all Juniper solutions, complete administrative controls are essential and LiveWire is no exception. Permission based controls, real-time monitoring and multi-factor authentication provides you with a set of comprehensive risk management tools.

- Branch level entry and approval
- User facing dashboard - account status review
- Core Integration
- Watchlist monitoring
- Start-to-finish processing status
- Immediate confirmations
- Integrated activity and balance reporting
- Duplicate wire detection
- Fed account balance monitoring