

# xByte

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## x402 Hackathon

# xByte infra.

Facilitates “Pay-per-Byte” x402 payments.

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- Content agnostic (*Movie, Music, File, Live-stream, etc.*)
  - Pay \$0.001 USDC/megabyte of a movie.
- Integrate xByte-SDK (*TypeScript*) and go!

# Description $\langle P, D \rangle$

As a  $\langle P \rangle$ , I want to  $\langle D \rangle$

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- As a **Platform**
  - Reach “pay for what you consume”
  - Reduce account sharing.
  - Plug-and-play metered billing.
- As an **AI-agent**
  - Access content across platforms.
  - Pay royalties directly to artists, streamers, etc.
- As a **User**
  - Pay for what you actually watch or listen to.
  - Web2-friendly fund w/ cards or PayPal.
  - Under the hood it's USDC on x402

# Description $\langle P, D \rangle$ (*conti.*)

As a  $\langle P \rangle$ , I want to  $\langle D \rangle$

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- As a **Creator / Artist**
  - Reach AI agents.
  - Transparent on-chain royalties.
  - Earn more when specific moments go viral and are replayed or rewatched.
- As a **Nerd / T0R user**
  - Earn when seeding bytes.
  - Monetize seeding and peering for movies, software, and more.
  - Platforms like thePirateBay could use xPay to incentivize torrenting.

# Tech Stack

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## Scope

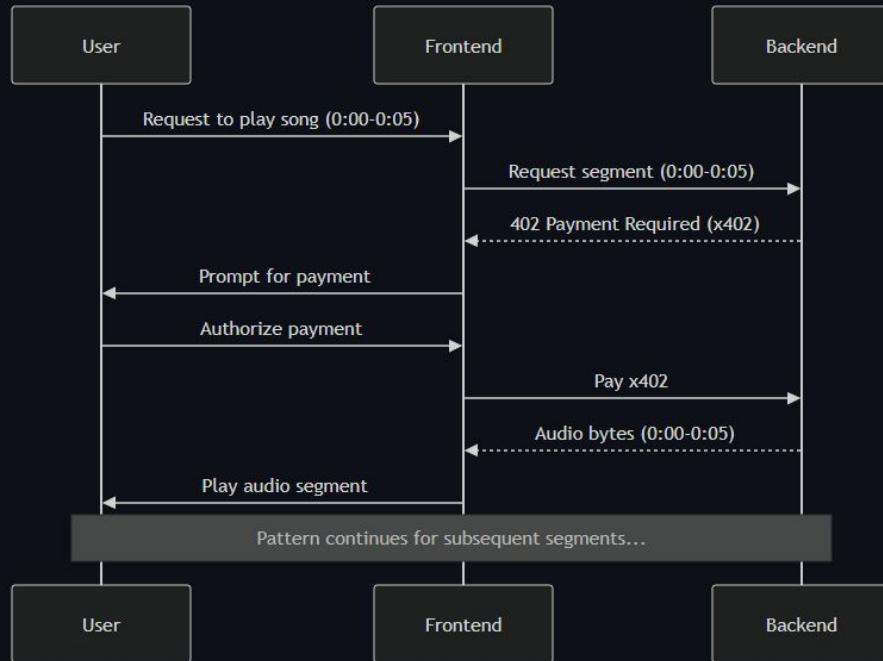
- **xByte's Infra** built using Rust. (**API Server**)
- **xByte's SDK** built using Typescript. (**Client facing**)

## Clients (e.g. Netflix, Spotify, Twitch, etc.)

Are responsible for

- Handling customer-side x402 payments
- Managing customer wallets (e.g. Privy, PayPal, etc.)

# Tech Stack (conti.)



# Demo

*“Spotify x Netflix” dummy platform for PoC.*

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## Resources

<https://github.com/arvmor/xBytes>