

Binject: Whitepaper

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Abstract

Binject introduces a decentralized protocol for registering, owning, and licensing digital representations of abstract objects and concepts. These range from ideas (e.g. "freedom", "sun", "Ronaldo") to symbolic entities used across games, AI, media, and metaverse environments. Binject bridges the gap between Web3 tokenomics and a new category of intangible asset licensing.

Problem

Current Web3 infrastructure only enables ownership of images, identities, or domains. However, modern digital ecosystems increasingly rely on abstract concepts: memes, names, symbolic characters, or cultural terms. These have value, but no mechanism for registration, ownership, or monetized reuse currently exists.

Solution

Binject provides a registry and licensing layer for these abstract objects. It allows:

- **Registration** of concepts as unique digital objects.
 - **Ownership proof** tied to wallet identity.
 - **Renting or licensing** usage of objects across apps, games, AI models, and media.
 - **Token-based incentives** for early adopters and contributors.
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Key Features

1. Abstract Object Minting

Anyone can submit a request to tokenize an idea, name, or symbol. Upon approval, the object is minted and associated with a verified wallet.

2. Identity Verification

Important objects (e.g. names of celebrities, religions, cities) require identity or authority verification before registration.

3. Licensing Engine

Any platform, developer, or user who wants to use an object in their application must obtain a license via API or on-site interface.

4. \$BJECT Token Economy

A native utility token (\$BJECT) governs:

- Object registration
 - Voting on object legitimacy
 - License payments
 - Revenue distribution to object owners
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Architecture Overview

Binject consists of the following components:

- **Registry Smart Contract:** Records all objects and their owners.
 - **License API Layer:** Integrates with external platforms for object usage.
 - **Verification Engine:** Ensures compliance for sensitive or public-interest objects.
 - **Token Layer:** Facilitates payment, staking, and governance.
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Tokenomics (Simplified)

- **Total Supply:** 1,000,000,000 \$BJECT
- **Distribution:**
 - 35% Pre-sale & Public Sale
 - 25% Team & Advisors (vesting)
 - 20% Community & Incentives
 - 10% Ecosystem Grants
 - 10% Liquidity Reserve

Legal & Licensing Model

Binject functions as a digital registry and licensing framework. It does not claim ownership of the objects, but provides:

- Verifiable registration
- Transparent licensing
- Revenue-sharing via smart contracts

Users who register objects accept terms ensuring non-violation of intellectual property and jurisdictional rights. Sensitive or disputed claims are subject to DAO governance.

Roadmap

Q2 2025:

- Launch MVP site with registration & pre-sale
- Deploy initial \$BJECT token

Q3 2025:

- Add licensing API & integration docs
- Identity verification layer

Q4 2025:

- DAO launch for governance
 - Ecosystem grant program
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Team & Partners

- Founder & Vision Lead: **Mohsen Dadmohammadi** (Binject Creator)
- Smart Contract Dev: *In Progress – Solidity / Rust Dev Recruiting*
- Legal/Compliance Advisor: *Seeking Web3 Legal Counsel (IR / EU)*
- Partnerships: *Talks in progress with gaming and NFT platforms*

(Seeking partners, advisors, and early investors)

Conclusion

Binject is a new class of digital infrastructure: a platform for turning abstract thought into structured, ownable, and monetizable digital assets. It unlocks a licensing economy for ideas, names, and virtual objects in the era of AI, metaverse, and programmable media.

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