

---

# EEA-PENALTY

---

Taxonomy Formula:  $tF\{\sim d, \sim t, SC\}$

## Token Specification Summary

### Token Classification

<b>Template Type:</b>	SingleToken	This token has no sub or child tokens.
<b>Token Type:</b>	Fungible	Tokens have interchangeable value with one another, where any quantity of them has the same value as another equal quantity as long as they are in the same class or series.
<b>Token Unit:</b>	Whole	There can be many instances of this token, but they cannot be subdivided.
<b>Value Type:</b>	Intrinsic	This token is purely a digital token represents value directly, it represents no external physical form and cannot be a receipt or title for a material item or property.
<b>Representation Type:</b>	Common	This token is simply represented as a balance or quantity attributed to an owners address where all the balances are recorded on the same balance sheet, like a bank account. All instances can easily share common properties and locating them is simple.

*The EEA Penalty token has a zero or negative balance, is non-transferable and burned after redeemed, increasing dues at the end of the cycle. EEA Penalty Tokens must be redeemed before an organization can redeem their EEA Reward Tokens.*

### Example

Since EEA Tokens are issued initially as potential in a Grant contract based on a set commitment for an organization, the EEA Penalty Token serves as a dis-incentive for members signing up for a commitment and not actually following through.

## Analogies

Name	Description
<b>Earned Credits</b>	A customer can earn a point/token for each mile travelled and then redeem these points/tokens for upgrades or new tickets, but cannot transfer the points to another party.

## Comments

EEA-Penalty is:

- Non-Subdividable
- Non-transferable
- Burnable
- Roles
- Mintable

### EEA-Penalty Details

Base: Whole Fungible

<b>Type:</b>	Base
<b>Name:</b>	Whole Fungible
<b>Id:</b>	b1eacdf8-35d8-454a-b1af-92eb0b6f45d4
<b>Visual:</b>	&tau;<sub>F</sub><i>~d</i>
<b>Tooling:</b>	tF{~d}
<b>Version:</b>	1.0

## Definition

*Whole Fungible tokens have interchangeable value with each other, where any owned sum of them from a class has the same value as another owned sum from the same class. A whole token cannot be sub-divided so it doesn't support the notion of 'making change'.*

## Example

An inventory item or SKU, where an item is treated as a whole because it makes no sense to own a fraction of a SKU or loyalty point.

## Analogies

Name	Description
<b>Loyalty Points</b>	Most credit card or retail loyalty point programs deal with whole numbers so that redeeming points is easy to understand for their customers.
<b>General Admission Movie Ticket</b>	Purchasing a general admission ticket to a movie only allows for you to have a seat, but the seat that you actually get depends on factors like when you arrive. Your not likely to want to share a seat with another adult.

## Dependencies

Artifact Type	Symbol	Description
<b>Base</b>	t	Base Token Definition

## Incompatible With

Artifact Type	Symbol	Id
<b>Behavior</b>	~d	d5807a8e-879b-4885-95fa-f09ba2a22172

## Influenced By

Description	Symbol	Applies To
-------------	--------	------------

## Artifact Files

Content Type	File Name	File Content
<b>Control</b>	whole-fungible.proto	
<b>Uml</b>	whole-fungible.md	
<b>Other</b>	.DS_Store	

## Code Map

Map Type	Name	Platform	Location
SourceCode	Solidity Reward Token	EthereumSolidity	<a href="https://github.com/EntEthAlliance/Trusted-Token/blob/develop/contracts/RewardToken.sol">https://github.com/EntEthAlliance/Trusted-Token/blob/develop/contracts/RewardToken.sol</a>
SourceCode	Solidity Reputation Token	EthereumSolidity	<a href="https://github.com/EntEthAlliance/Trusted-Token/blob/develop/contracts/ReputationToken.sol">https://github.com/EntEthAlliance/Trusted-Token/blob/develop/contracts/ReputationToken.sol</a>
SourceCode	Solidity Penalty Token	EthereumSolidity	<a href="https://github.com/EntEthAlliance/Trusted-Token/blob/develop/contracts/PenaltyToken.sol">https://github.com/EntEthAlliance/Trusted-Token/blob/develop/contracts/PenaltyToken.sol</a>

## Implementation Map

Map Type	Name	Platform	Location
----------	------	----------	----------

## Resource Map

Map Type	Name	Location	Description
----------	------	----------	-------------

## Base Details

Token Name:

Token Type: Fungible

Representation Type: Common

Value Type: Intrinsic

Token Unit: Whole

Symbol:

Owner:

Quantity: 0

EEA-Penalty - f1cb2392f620e3adef7ade4fed94522e0a8ccba839cd2d532276d180895fb16d

Decimals: 0

Constructor Name: Constructor

## Behaviors

### Base: Non-Subdividable

Type:	Behavior
Name:	Non-Subdividable
Id:	d5807a8e-879b-4885-95fa-f09ba2a22172
Visual:	<i>~d</i>
Tooling:	~d
Version:	1.0

## Definition

*An ability or restriction on the token where it cannot be subdivided from a single whole token into fractions. Sets the base token Decimals property to 0 which will make the token non-sub-dividable and a whole token is the smallest ownable unit of the token.*

## Example

Non-subdividable is common for items where subdivision does not make sense, like a property title, inventory item or invoice.

## Analogies

Name	Description
Non-Fractional	It is not possible to own a fraction of this token.
Barrel of Oil	Barrels of Oil don't make sense to subdivide.

## Dependencies

Artifact Type	Symbol	Description
---------------	--------	-------------

## Incompatible With

Artifact Type	Symbol	Id
Behavior	d	6e3501dc-5800-4c71-b59e-ad11418a998c

## Influenced By

Description	Symbol	Applies To
-------------	--------	------------

## Artifact Files

Content Type	File Name	File Content
Control	non-subdividable.proto	
Uml	non-subdividable.md	
Other	.DS_Store	

## Code Map

Map Type	Name	Platform	Location
SourceCode	Code 1	Daml	

## Implementation Map

Map Type	Name	Platform	Location
Implementation	Implementation 1	ChaincodeGo	

## Resource Map

Map Type	Name	Location	Description
Resource	Regulation Reference 1		

## Specification Behavior

### Non-Subdividable

#### Taxonomy Formula: ~d

*An ability or restriction on the token where it cannot be subdivided from a single whole token into fractions. Sets the base token Decimals property to 0 which will make the token non-sub-dividable and a whole token is the smallest ownable unit of the token.*

#### Example

Non-subdividable is common for items where subdivision does not make sense, like a property title, inventory item or invoice.

#### Analogies

Name	Description
Non-Fractional	It is not possible to own a fraction of this token.
Barrel of Oil	Barrels of Oil don't make sense to subdivide.

#### Comments

Is External:	True
Constructor:	

#### Non-Subdividable responds to these Invocations

#### Properties

*Name: Decimals*

Value Description: Set to Zero, not allowing any subdivision, usually this is applied to the base token.

Template Value: 0

#### Invocations

*GetDecimals*

Id: 2ca7fbb2-ce98-4dda-a6ae-e4ac2527bb33

Description: Should return 0

## Request

Control Message: GetDecimalsRequest

Description:

### Parameters

Name	Value
------	-------

## Response

Control Message: GetDecimalsResponse

Description: Return 0

### Parameters

Name	Value
Decimals	0

## *GetDecimals*

Id: 2ca7fbb2-ce98-4dda-a6ae-e4ac2527bb33

Description: Should return 0

## Request

Control Message: GetDecimalsRequest

Description:

### Parameters

Name	Value
------	-------

## Response

Control Message: GetDecimalsResponse

Description: Return 0



### Parameters

Name	Value
Decimals	0

## Properties

### Base: Non-transferable

Type:	Behavior
Name:	Non-transferable
Id:	a4fa4ca8-6afd-452b-91f5-7103b6fee5e5
Visual:	<i>~t</i>
Tooling:	~t
Version:	1.0

### Definition

*Every token instance has an owner. The Non-transferable behavior prevents the owner of a token from changing.*

### Example

A vote token, for a citizen in a public election would be non-transferable.

### Analogies

Name	Description
Diploma	A diploma from an educational institution is not transferable to another party that can claim to have earned the diploma.
Airline Ticket	Due to security restrictions at airports and airlines, tickets can only be used by the person they were issued to.

### Dependencies

Artifact Type	Symbol	Description
---------------	--------	-------------

## Incompatible With

Artifact Type	Symbol	Id
Behavior	t	af119e58-6d84-4ca6-9656-75e8d312f038

## Influenced By

Description	Symbol	Applies To
-------------	--------	------------

## Artifact Files

Content Type	File Name	File Content
Control	non-transferable.proto	
Uml	non-transferable.md	
Other	.DS_Store	

## Code Map

Map Type	Name	Platform	Location
SourceCode	Code 1	Daml	

## Implementation Map

Map Type	Name	Platform	Location
Implementation	Implementation 1	ChaincodeGo	

## Resource Map

Map Type	Name	Location	Description
Resource	Regulation Reference 1		

## Specification Behavior

### Non-transferable

Taxonomy Formula:  $\sim t$

*Every token instance has an owner. The Non-transferable behavior prevents the owner of a token from changing.*

#### Example

A vote token, for a citizen in a public election would be non-transferable.

#### Analogies

Name	Description
Diploma	A diploma from an educational institution is not transferable to another party that can claim to have earned the diploma.
Airline Ticket	Due to security restrictions at airports and airlines, tickets can only be used by the person they were issued to.

#### Comments

Is External:	True
Constructor:	

## Non-transferable responds to these Invocations

#### Properties

### Base: Burnable

Type:	Behavior
Name:	Burnable
Id:	803297a1-c0f9-4898-9d44-29c9d41cca97
Visual:	<i>b</i>
Tooling:	b

**Version:** 1.0

## Definition

*A token class that implements this behavior will support the burning or decommissioning of token instances of the class. This does not delete a token, but rather places it in a permanent non-use state. Burning is a one way operation and cannot be reversed. This behavior is Delegable. If the token definition is Delegable, BurnFrom will be available.*

## Example

When a token is used in a certain way, you may want to remove it from circulation or from being used again. Since the ledger doesn't allow for deletions, burning a token essentially 'deletes' the token from being used, but not from history.

## Analogies

Name	Description
<b>Oil Barrels</b>	If you mint a new token for each barrel of oil created, you may transfer ownership several times until the barrel is refined. The refining process should burn the barrel of oil to remove it from circulation.
<b>Redeem</b>	A token that is a coupon or single use ticket, should be burned when it is redeemed.

## Dependencies

Artifact Type	Symbol	Description
---------------	--------	-------------

## Incompatible With

Artifact Type	Symbol	Id
---------------	--------	----

## Influenced By

Description	Symbol	Applies To
<b>Delegable or not, will determine if the BurnFrom Control will be available in the implementation.</b>	g	[ ]

If Compliance is present, a CheckBurnAllowed request has to be made and verified before a Burn request or a BurnFrom request.	c	[]
---	---	----

## Artifact Files

Content Type	File Name	File Content
<b>Control</b>	burnable.proto	
<b>Uml</b>	burnable.md	
<b>Other</b>	.DS_Store	

## Code Map

Map Type	Name	Platform	Location
<b>SourceCode</b>	OpenZeppelin	EthereumSolidity	<a href="https://github.com/OpenZeppelin/openzeppelin-contracts/blob/master/contracts/token/ERC20/ERC20Burnable.sol">https://github.com/OpenZeppelin/openzeppelin-contracts/blob/master/contracts/token/ERC20/ERC20Burnable.sol</a>

## Implementation Map

Map Type	Name	Platform	Location
----------	------	----------	----------

## Resource Map

Map Type	Name	Location	Description
<b>Resource</b>	Regulation Reference 1		

## Specification Behavior

### Burnable

#### Taxonomy Formula: b

*A token class that implements this behavior will support the burning or decommissioning of token instances of the class. This does not delete a token, but rather places it in a permanent non-use state. Burning is a one way operation and cannot be reversed. This behavior is Delegable. If the token definition is Delegable, BurnFrom will be available.*

#### Example

When a token is used in a certain way, you may want to remove it from circulation or from being used again. Since the ledger doesn't allow for deletions, burning a token essentially 'deletes' the token from being used, but not from history.

#### Analogies

Name	Description
<b>Oil Barrels</b>	If you mint a new token for each barrel of oil created, you may transfer ownership several times until the barrel is refined. The refining process should burn the barrel of oil to remove it from circulation.
<b>Redeem</b>	A token that is a coupon or single use ticket, should be burned when it is redeemed.

#### Comments

<b>Is External:</b>	<b>False</b>
<b>Constructor:</b>	

#### Burnable responds to these Invocations

##### *Burn*

Id: f063dcaa-49f9-4c49-bf0f-2766301e1033

Description: A request to burn a token instance(s) in the class by the owner of the token instance(s).

Optional Quantity field in the request.

## Request Message:

BurnRequest

Description: The request to Burn or Retire tokens.

### Request Parameters

Name	Value
Quantity	The number of tokens to burn, might not apply to the implementation.

## Response Message

BurnResponse

Description: The response from the request to burn.

### Response Parameters

Name	Value
Confirmation	A confirmation receipt or error may be returned to the invoker based on the outcome of the burn request

## BurnFrom

Id: 49b53152-3360-426f-9e0a-24a0b4e7c881

Description: Requires Delegable. A request to burn token instance(s) in the class by a party or account that has allowance to do so. Requires a From and Quantity fields in the request.

## Request Message:

BurnFromRequest

Description: The request to Burn or Retire tokens.

### Request Parameters

Name	Value
From	AccountId from which tokens are burnt
Quantity	The number of tokens to burn, might not apply to the

	implementation.
--	-----------------

## Response Message

BurnFromResponse

Description: The response from the request to burn.

### Response Parameters

Name	Value
<b>Confirmation</b>	A confirmation receipt or error may be returned to the invoker based on the outcome of the burn from request

## Properties

### Base: Roles

<b>Type:</b>	Behavior
<b>Name:</b>	Roles
<b>Id:</b>	c32726da-9787-4dd8-8de3-d07d1733d0f6
<b>Visual:</b>	<i>r</i>
<b>Tooling:</b>	r
<b>Version:</b>	1.0

## Definition

*A token can have behaviors that the class will restrict invocations to a select set of parties or accounts that are members of a role or group. This is a generic behavior that can apply to a token many times to represent many role definitions within the template. This behavior will allow you to define what role(s) to create and what behavior(s) to apply the role to in the TemplateDefinition.*

## Example



## Analogies

Name	Description
<b>Minters</b>	A role called 'Minters' for a token can have accounts in the role. The MintTo behavior invocation will be bound to the role check to ensure only account in the 'Minters' role are allowed to mint new instances in the class.

## Comments

Roles has a constructor control that creates roles and applies them to certain behaviors of the token at creation of the class from the template.

## Dependencies

Artifact Type	Symbol	Description
---------------	--------	-------------

## Incompatible With

Artifact Type	Symbol	Id
---------------	--------	----

## Influenced By

Description	Symbol	Applies To
-------------	--------	------------

## Artifact Files

Content Type	File Name	File Content
<b>Control</b>	roles.proto	
<b>Uml</b>	roles.md	
<b>Other</b>	.DS_Store	

## Code Map

Map Type	Name	Platform	Location
----------	------	----------	----------

SourceCode	Code 1	Daml	
------------	--------	------	--

## Implementation Map

Map Type	Name	Platform	Location
Implementation	Implementation 1	ChaincodeGo	

## Resource Map

Map Type	Name	Location	Description
Resource	Regulation Reference 1		

## Specification Behavior

### Roles

## Taxonomy Formula: r

*A token can have behaviors that the class will restrict invocations to a select set of parties or accounts that are members of a role or group. This is a generic behavior that can apply to a token many times to represent many role definitions within the template. This behavior will allow you to define what role(s) to create and what behavior(s) to apply the role to in the TemplateDefinition.*

## Example

## Analogies

Name	Description
Minters	A role called 'Minters' for a token can have accounts in the role. The MintTo behavior invocation will be bound to the role check to ensure only account in the 'Minters' role are allowed to mint new instances in the class.

## Comments

Roles has a constructor control that creates roles and applies them to certain behaviors of the token at creation of the class from the template.

Is External:	False
Constructor:	

## Roles responds to these Invocations

### *RoleCheck*

Id: 00a665e3-1dda-441e-8262-5750435c153c

Description: Internal invocation when the applied behavior is called to check if the requestor is a member of the role.

### Request Message:

IsInRole

Description: The request

### Request Parameters

Name	Value
AccountId	AccountId of the requestor.

### Response Message

True/False

Description: The response

### Response Parameters

Name	Value
IsInRole	True/False

## Properties

### *Name: Role*

Value Description: A group or list an account can be a member or be in.

Template Value: Minters

## Invocations

### *GetRoleMembers*

Id:

Description: Request the the list of member accounts in the role.

#### Request

Control Message: GetRoleMembersRequest

Description: The request

#### Parameters

Name	Value
------	-------

#### Response

Control Message: GetRoleMembersResponse

Description: The response

#### Parameters

Name	Value
<b>Members</b>	Returning the list of accounts in the role.

### *AddRoleMember*

Id: 600357f8-0499-47f8-87a5-eedf4ad034af

Description: Add a member to the group or role property.

#### Request

Control Message: AddRoleMemberRequest

Description: The request

#### Parameters

Name	Value
<b>RoleName</b>	Name of the role you are adding a member to. Optional parameter if

	there is only one role.
<b>AccountAddress</b>	Address, name or identifier of the account to be added to the role.

## Response

Control Message: AddRoleMemberResponse

Description: The response

### Parameters

Name	Value
<b>Added</b>	True or False.

## *RemoveRoleMember*

Id: 97e160bb-6c60-4f1d-923b-813b07b89638

Description: Remove a member to the group or role property.

## Request

Control Message: RemoveRoleMemberRequest

Description: The request

### Parameters

Name	Value
<b>RoleName</b>	Name of the role you are adding a member to. Optional parameter if there is only one role.
<b>AccountAddress</b>	Address, name or identifier of the account to be removed from the role.

## Response

Control Message: RemoveRoleMemberResponse

Description: The response

### Parameters

Name	Value
------	-------

<b>Added</b>	True or False.
--------------	----------------

## *IsInRole*

Id: e42b1b16-074a-4d7d-b9f9-f69a2397a21b

Description: Check to see if an account is in the role.

### Request

Control Message: IsInRoleRequest

Description: The request may be internal only and not exposed externally.

#### Parameters

Name	Value
<b>RoleName</b>	Name of the role you are checking membership of. Optional parameter if there is only one role.
<b>AccountAddress</b>	Address, name or identifier of the account to be checked.

### Response

Control Message: IsInRoleRequestResponse

Description: The response

#### Parameters

Name	Value
<b>InRole</b>	True or False.

## *GetMinters*

Id:

Description: Request the the list of member accounts in the 'Minters' role.

### Request

Control Message: GetMintersRequest

Description: The request

### Parameters

Name	Value
------	-------

## Response

Control Message: GetMintersResponse

Description: The response

### Parameters

Name	Value
<b>Members</b>	Returning the list of accounts in the 'Minters' role.

## AddRoleMember

Id: 600357f8-0499-47f8-87a5-eedf4ad034af

Description: Add a member to the group or role property.

## Request

Control Message: AddRoleMemberRequest

Description: The request

### Parameters

Name	Value
<b>RoleName</b>	Value is always set to 'Minters'
<b>AccountAddress</b>	Address, name or identifier of the account to be added to the 'Minters' role.

## Response

Control Message: AddRoleMemberResponse

Description: The response

### Parameters

Name	Value
<b>Added</b>	True or False.

## *RemoveRoleMember*

Id: 97e160bb-6c60-4f1d-923b-813b07b89638

Description: Remove a member to the group or role property.

### Request

Control Message: RemoveRoleMemberRequest

Description: The request

#### Parameters

Name	Value
<b>RoleName</b>	Always set to 'Minters'
<b>AccountAddress</b>	Address, name or identifier of the account to be removed from the role.

### Response

Control Message: RemoveRoleMemberResponse

Description: The response

#### Parameters

Name	Value
<b>Added</b>	True or False.

## *IsInRole*

Id: e42b1b16-074a-4d7d-b9f9-f69a2397a21b

Description: Check to see if an account is in the role.

### Request

Control Message: IsInRoleRequest

Description: The request may be internal only and not exposed externally.



### Parameters

Name	Value
<b>RoleName</b>	Always be bound to 'Minters'
<b>AccountAddress</b>	Address, name or identifier of the account to be checked.

### Response

Control Message: IsInRoleRequestResponse

Description: The response

### Parameters

Name	Value
<b>InRole</b>	True or False.

### Properties

Base: Mintable

Type:	Behavior
<b>Name:</b>	Mintable
<b>Id:</b>	f9224e90-3cab-45bf-b5dc-0175121e2ead
<b>Visual:</b>	<i>m</i>
<b>Tooling:</b>	m
<b>Version:</b>	1.0

### Definition

*A token class that implements this behavior will support the minting or issuing of new token instances in the class. These new tokens can be minted and belong to the owner or minted to another account. This behavior may be invalidated by a restrictive behavior like Singleton, where only a single instance of the token can exist. Mintable is technically delegable, but its delegation should be controlled by a behavior like Roles.*

## Example

A consortium of oil producers needs to create tokens for each barrel of oil they are putting on the market to trade. There are separate classes of tokens for each grade of oil. Producers of barrels will need be have the ability to mint new tokens in order to facilitate the trading of them in the supply chain.

## Analogies

Name	Description
<b>SKU</b>	A token class can represent a particular item SKU, where the manufacturer of the item has the ability to mint or issue new inventory of the SKU into the supply chain.

## Dependencies

Artifact Type	Symbol	Description
---------------	--------	-------------

## Incompatible With

Artifact Type	Symbol	Id
---------------	--------	----

## Influenced By

Description	Symbol	Applies To
<b>Roles is common to implement to provide authorization checks for invoking the behavior. Highly Recommended that Role restrictions be applied to MintTo invocations.</b>	r	[ ]
<b>If Compliance is present, a CheckMintAllowed request has to be made and verified before a Mint request or a MintTo request.</b>	c	[ ]

## Artifact Files

Content Type	File Name	File Content
<b>Control</b>	mintable.proto	
<b>Uml</b>	mintable.md	

Other	.DS_Store	
-------	-----------	--

## Code Map

Map Type	Name	Platform	Location
SourceCode	OpenZeppelin	EthereumSolidity	<a href="https://github.com/OpenZeppelin/openzeppelin-contracts/blob/master/contracts/token/ERC20/ERC20Mintable.sol">https://github.com/OpenZeppelin/openzeppelin-contracts/blob/master/contracts/token/ERC20/ERC20Mintable.sol</a>

## Implementation Map

Map Type	Name	Platform	Location
Implementation	Implementation 1	ChaincodeGo	

## Resource Map

Map Type	Name	Location	Description
Resource	Regulation Reference 1		

## Specification Behavior

### Mintable

## Taxonomy Formula: m

*A token class that implements this behavior will support the minting or issuing of new token instances in the class. These new tokens can be minted and belong to the owner or minted to another account. This behavior may be invalidated by a restrictive behavior like Singleton, where only a single instance of the token can exist. Mintable is technically delegable, but its delegation should be controlled by a behavior like Roles.*

## Example

A consortium of oil producers needs to create tokens for each barrel of oil they are putting on the market to trade. There are separate classes of tokens for each grade of oil. Producers of barrels will need to have the ability to mint new tokens in order to facilitate the trading of them in the supply chain.

## Analogies

Name	Description
SKU	A token class can represent a particular item SKU, where the manufacturer of the item has the ability to mint or issue new inventory of the SKU into the supply chain.

## Comments

Is External:	False
Constructor:	

## Mintable responds to these Invocations

Binding Is Influenced by Roles's Invocation RoleCheckRoles's Invocation RoleCheck Intercepts this behavior's invocation.'

### *RoleCheck*

Id: 00a665e3-1dda-441e-8262-5750435c153c

Description: Check to see if the account is in the Role called 'Minters'

### **Request Message:**

IsInRole

Description: Checking the 'Minters' role.

### Request Parameters

Name	Value
AccountId	AccountId of the requestor.

## Response Message

True/False

Description: Respond true if the account is in the 'Minters' role.

### Response Parameters

Name	Value
<b>IsInRole</b>	True/False

### *MintTo*

Id: 70499b23-a1dd-4c87-90d6-6e45400f28b5

Description: A request to create new token instances in the class by the owner or a party or account in a role that is granted this permission to another party or account. Requires a To and Quantity fields in the request.

### **Request Message:**

MintToRequest

Description: The request

### Request Parameters

Name	Value
<b>ToAccount</b>	Account Id to mint the tokens to.
<b>Quantity</b>	Number of new tokens to create.

### **Response Message**

MintToResponse

Description: The response

### Response Parameters

Name	Value
<b>Confirmation</b>	A confirmation receipt or error may be returned to the invoker based on the outcome of the MintTo request.

### *Mint*

Id: 3ddf15db-c919-4f72-a57b-d089931bc901

Description: A request to create new token instances in the class by the owner or a party or account in a role that is granted this permission. Minted tokens using this invocation will be owned by the owner or token pool account. Requires a Quantity field in the request.

## Request Message:

MintRequest

Description: The request

### Request Parameters

Name	Value
Quantity	Number of new tokens to create.

## Response Message

MintResponse

Description: The response

### Response Parameters

Name	Value
Confirmation	A confirmation receipt or error may be returned to the invoker based on the outcome of the mint request.

## Properties

### Base: Supply Control

Type:	BehaviorGroup
Name:	Supply Control
Id:	91cb89b6-a2ce-44ff-b3a0-f0cb3f117e56
Visual:	<i>SC</i>
Tooling:	SC
Version:	1.0

## Definition

*A token class that implements this behavior will provide controls to increase and decrease supply of tokens within the class. Additionally, it will include the ability to support a role, like Minters, that will be allowed to invoke the Mintable behavior. The owner can add accounts to the role and any account that is a member of the role will be able to mint tokens in the class.*

## Example

## Analogies

Name	Description
Central Bank	Implementing monetary policy for this token.

## Comments

Define a Minters role and apply the role to the Mintable behavior.

## Dependencies

Artifact Type	Symbol	Description
---------------	--------	-------------

## Incompatible With

Artifact Type	Symbol	Id
Behavior	s	c1189d7a-e142-4504-bf26-44c35b76c9d6

## Influenced By

Description	Symbol	Applies To
Create a Minters Role and apply it to the Mintable behavior to provide authorization checks for invoking the behavior.	r	[ ]

## Artifact Files

Content Type	File Name	File Content
Control	supply-control.proto	
Uml	supply-control.md	
Other	.DS_Store	

## Code Map

Map Type	Name	Platform	Location
----------	------	----------	----------

## Implementation Map

Map Type	Name	Platform	Location
----------	------	----------	----------

## Resource Map

Map Type	Name	Location	Description
----------	------	----------	-------------

## Behavior Group Details

The behaviors belonging to this group are included in the Behaviors section of this specification.