

Functionalities

RuleEngine

This list contains only the supplementary functionalities added to the basic CMTAT RuleEngine interface.

| Name | Description | Implemented |
|----------------|---|-------------|
| Manage rules | Remove all the rules | Implemented |
| | Add one rule | Implemented |
| | Remove one rule | Implemented |
| kill | Destroy the contract bytecode | Implemented |
| Access Control | Only the role RULE_ENGINE_ROLE may set/add/remove rules | Implemented |
| | Only the role DEFAULT_ADMIN_ROLE may call the function kill | Implemented |

Whitelist

This list contains only the supplementary functionalities added to the basic rule CMTAT interface.

| Name | Description | Implemented |
|-----------------------|---|---|
| Manage whitelist | Remove all the whitelisted addresses. | Not Implemented We use a map to know if an address is whitelisted or not |
| | Add several addresses to the whitelist | Implemented |
| | Add one address to the whitelist | Implemented |
| | Remove a list of addresses from the whitelist | Implemented |
| | Remove one address from the whitelist | Implemented |
| Whitelist information | Get the number of whitelisted addresses | Implemented |
| | Get the list of all the whitelisted addresses | Not Implemented We use a map to know if an address is whitelisted or not |
| | Know if an address is whitelisted | Implemented |
| kill | Destroy the contract bytecode | Implemented |
| Access Control | Only the role WHITELIST_ROLE may add/remove addresses from/to the whitelist | Implemented |
| | Only the role DEFAULT_ADMIN_ROLE may call the function kill | Implemented |
| Check zero address | Revert if we try to add / remove the address 0 | Not Implemented because we need to whitelist the zero address to mint tokens |