Bytus Token Admin Dashboard - Deployment Instructions

Overview

This admin dashboard provides a complete interface for interacting with the Bytus Token smart contract. It allows for testing all contract functions including transfers, approvals, burning tokens, and administrative controls like pausing/unpausing the contract.

Deployment Steps

1. Set Up a Local Blockchain Environment

To test locally, you'll need a local Ethereum development environment:

Option A: Hardhat

```
# Install Hardhat
npm install --save-dev hardhat

# Initialize a Hardhat project
npx hardhat init

# Start a local node
npx hardhat node
```

Option B: Ganache

```
# Install Ganache
npm install -g ganache-cli

# Start Ganache
ganache-cli
```

2. Deploy the Bytus Token Contract

1. Compile the updated BytusToken contract:

bash \Box Copy

```
npx hardhat compile
```

2. Create a deployment script (e.g., scripts/deploy.js):

```
javascript
                                                                                        Copy
async function main() {
  const [deployer] = await ethers.getSigners();
  console.log("Deploying contracts with the account:", deployer.address);
  const BytusToken = await ethers.getContractFactory("BytusToken");
  const token = await BytusToken.deploy(
    66000000, // 66 million initial supply (before decimals)
    "Bytus Token", // Name
    "BYTS" // Symbol
  await token.deployed();
  console.log("BytusToken deployed to:", token.address);
main()
  .then(() ⇒ process.exit(0))
  .catch((error) => {
    console.error(error);
    process.exit(1);
  });
```

3. Run the deployment script:

```
npx hardhat run scripts/deploy.js --network localhost
```

4. Note the deployed contract address for use in the dashboard.

3. Set Up a Local Web Server

You can use any simple HTTP server to serve the dashboard. Here are a few options:

Option A: Node.js http-server

```
# Install http-server
npm install -g http-server

# Start server in the directory with the dashboard HTML file
http-server -p 8080
```

Option B: Python's built-in HTTP server

bash Copy

```
# For Python 3
python -m http.server 8080
```

4. Access the Dashboard

- 1. Open your browser and navigate to [http://localhost:8080]
- 2. Connect your wallet (MetaMask recommended)
- 3. Enter the contract address in the "Admin Controls" section
- 4. Now you can interact with all contract functions

Using the Dashboard

Main Features

1. Overview Panel

- View token details (name, symbol, decimals, total supply)
- Check your account balance and owner status
- View recent transactions

2. Transfer Panel

Send tokens to any address

3. Approve & Transfer From Panel

- Approve other addresses to spend your tokens
- Use the approveAndCall function for contracts
- Check existing allowances
- Transfer tokens on behalf of others (if approved)

4. Burn Panel

- Burn your own tokens
- Burn tokens from other addresses (if approved)

5. Admin Controls Panel

- Pause/unpause the contract (owner only)
- View contract information

Connecting to Networks

The dashboard supports connecting to:

- Localhost (for development)
- Goerli Testnet
- Sepolia Testnet
- Ethereum Mainnet

To connect to public networks, you'll need to add your Infura or Alchemy API key in the networkInfo) object in the JavaScript code.

Security Considerations

- This dashboard is intended for testing and administrative purposes only
- For production use, implement additional security measures such as:
 - Multi-signature capabilities for administrative functions
 - Rate limiting
 - IP restrictions
 - Additional authentication methods

Troubleshooting

1. Connection Issues

- Ensure MetaMask is installed and unlocked
- Make sure you're connected to the correct network

2. Transaction Failures

- Check the JavaScript console for detailed error messages
- Verify you have enough ETH for gas fees
- For admin functions, ensure you're using the owner address

3. Contract Interaction Failures

- Verify the contract address is correct
- Check the browser console for specific error messages
- If the contract is paused, most operations will fail