***How to develop ERC20 token on EtherCore mainnet**

1. Access https://ide.ethercore.org

2. Copy-paste the following code to IDE

```
pragma solidity ^0.5.16;

/*
 * @dev Provides information about the current execution context, including the
 * sender of the transaction and its data. While these are generally available
 * via msg.sender and msg.data, they should not be accessed in such a direct
 * manner, since when dealing with GSN meta-transactions the account sending and
 * paying for execution may not be the actual sender (as far as an application
 * is concerned).
 *
 * This contract is only required for intermediate, library-like contracts.
 */
contract Context {
    // Empty internal constructor, to prevent people from mistakenly deploying
    // an instance of this contract, which should be used via inheritance.
    constructor () internal { }
    // solhint-disable-previous-line no-empty-blocks

    function _msgSender() internal view returns (address payable) {
        return msg.sender;
    }

    function _msgData() internal view returns (bytes memory) {
        this; // silence state mutability warning without generating bytecode - see
https://github.com/ethereum/solidity/issues/2691
        return msg.data;
    }
}

/**
```

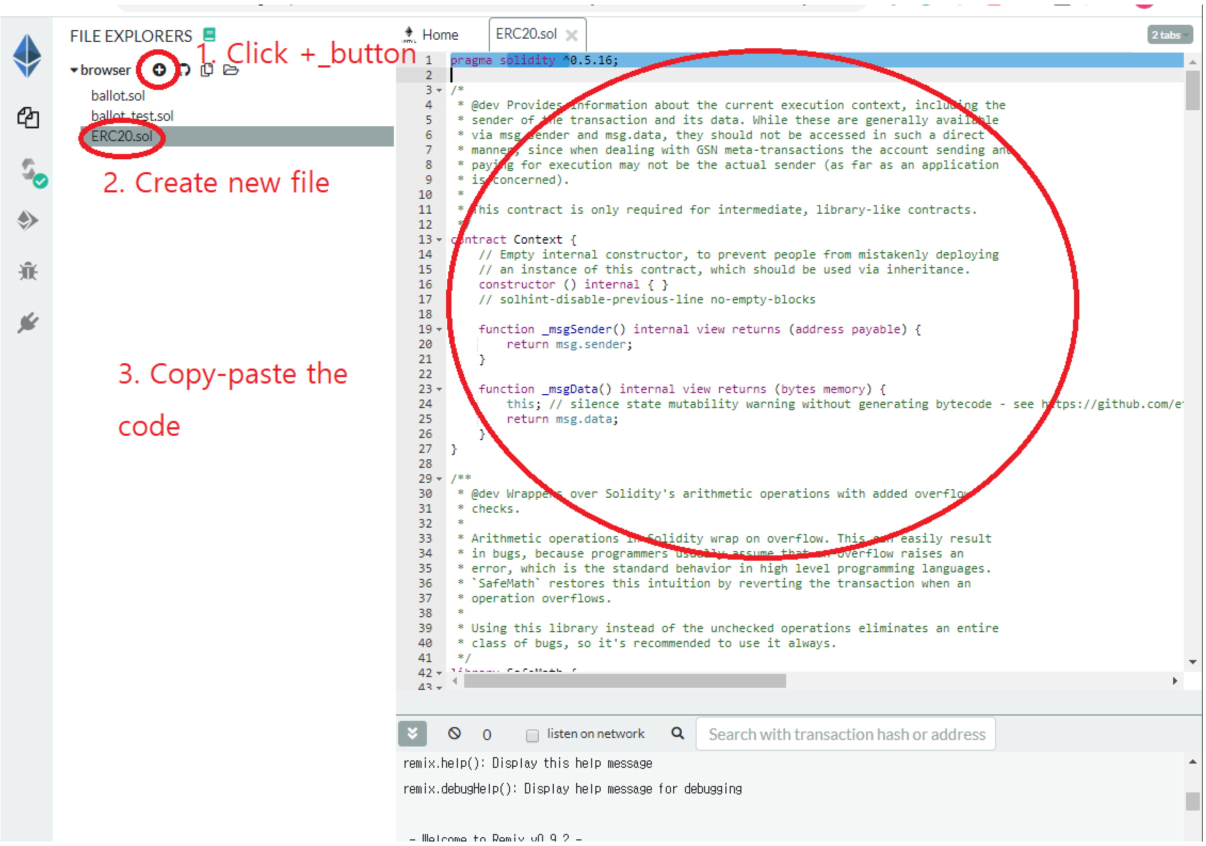
```
 * @dev Wrappers over Solidity's arithmetic operations with added overflow
 * checks.
 *
 * Arithmetic operations in Solidity wrap on overflow. This can easily result
 * in bugs, because programmers usually assume that an overflow raises an
 * error, which is the standard behavior in high level programming languages.
 * `SafeMath` restores this intuition by reverting the transaction when an
 * operation overflows.
 *
 * Using this library instead of the unchecked operations eliminates an entire
 * class of bugs, so it's recommended to use it always.
 */
library SafeMath {
    /**
     * @dev Returns the addition of two unsigned integers, reverting on
     * overflow.
     *
     * Counterpart to Solidity's `+` operator.
     *
     * Requirements:
     * - Addition cannot overflow.
     */
    function add(uint256 a, uint256 b) internal pure returns (uint256) {
        uint256 c = a + b;
        require(c >= a, "SafeMath: addition overflow");

        return c;
    }

    /**
     * @dev Returns the subtraction of two unsigned integers, reverting on
     * overflow (when the result is negative).
     *
     * Counterpart to Solidity's `-` operator.
     *
     * Requirements:
     * - Subtraction cannot overflow.
     */
    function sub(uint256 a, uint256 b) internal pure returns (uint256) {
        return sub(a, b, "SafeMath: subtraction overflow");
    }

    /**
     * @dev Returns the subtraction of two unsigned integers, reverting with custom message on
     * overflow (when the result is negative).
     *
     * Counterpart to Solidity's `-` operator.
     *
     * Requirements:
     * - Subtraction cannot overflow.
     *
     * _Available since v2.4.0._
     */
    function sub(uint256 a, uint256 b, string memory errorMessage) internal pure returns
(uint256) {
        require(b <= a, errorMessage);
        uint256 c = a - b;

        return c;
    }

    /**
     * @dev Returns the multiplication of two unsigned integers, reverting on
     * overflow.
     *
     * Counterpart to Solidity's `*` operator.
     *
     * Requirements:
     * - Multiplication cannot overflow.
     */
    function mul(uint256 a, uint256 b) internal pure returns (uint256) {
        // Gas optimization: this is cheaper than requiring 'a' not being zero, but the
        // benefit is lost if 'b' is also tested.
        // See: https://github.com/OpenZeppelin/openzeppelin-contracts/pull/522
        if (a == 0) {
            return 0;
        }
        uint256 c = a * b;
        require(c / a == b, "SafeMath: multiplication overflow");

        return c;
    }

    /**
     * @dev Returns the integer division of two unsigned integers. Reverts on
     * division by zero. The result is rounded towards zero.
     *
     * Counterpart to Solidity's `/` operator. Note: this function uses a
     * `revert` opcode (which leaves remaining gas untouched) while Solidity
     * uses an invalid opcode to revert (consuming all remaining gas).
     *
     * Requirements:
     * - The divisor cannot be zero.
     */
    function div(uint256 a, uint256 b) internal pure returns (uint256) {
        return div(a, b, "SafeMath: division by zero");
    }

    /**
     * @dev Returns the integer division of two unsigned integers. Reverts with custom message
on
     * division by zero. The result is rounded towards zero.
     *
     * Counterpart to Solidity's `/` operator. Note: this function uses a
     * `revert` opcode (which leaves remaining gas untouched) while Solidity
     * uses an invalid opcode to revert (consuming all remaining gas).
     *
     * Requirements:
     * - The divisor cannot be zero.
     *
     * _Available since v2.4.0._
     */
    function div(uint256 a, uint256 b, string memory errorMessage) internal pure returns (uint256)
{
        // Solidity only automatically asserts when dividing by 0
        require(b > 0, errorMessage);
        uint256 c = a / b;
        // assert(a == b * c + a % b); // There is no case in which this doesn't hold

        return c;
    }

    /**
     * @dev Returns the remainder of dividing two unsigned integers. (unsigned integer modulo),
     * Reverts when dividing by zero.
     *
     * Counterpart to Solidity's `%` operator. This function uses a `revert`
     * opcode (which leaves remaining gas untouched) while Solidity uses an
     * invalid opcode to revert (consuming all remaining gas).
     *
     * Requirements:
     * - The divisor cannot be zero.
     */
    function mod(uint256 a, uint256 b) internal pure returns (uint256) {
        return mod(a, b, "SafeMath: modulo by zero");
    }

    /**
     * @dev Returns the remainder of dividing two unsigned integers. (unsigned integer modulo),
     * Reverts with custom message when dividing by zero.
     *
     * Counterpart to Solidity's `%` operator. This function uses a `revert`
     * opcode (which leaves remaining gas untouched) while Solidity uses an
     * invalid opcode to revert (consuming all remaining gas).
     *
     * Requirements:
     * - The divisor cannot be zero.
     *
     * _Available since v2.4.0._
     */
    function mod(uint256 a, uint256 b, string memory errorMessage) internal pure returns
(uint256) {
        require(b != 0, errorMessage);
        return a % b;
    }
```

```
}

/**
 * @dev Contract module which provides a basic access control mechanism, where
 * there is an account (an owner) that can be granted exclusive access to
 * specific functions.
 *
 * This module is used through inheritance. It will make available the modifier
 * `onlyOwner`, which can be applied to your functions to restrict their use to
 * the owner.
 */
contract Ownable is Context {
    address private _owner;

    event OwnershipTransferred(address indexed previousOwner, address indexed newOwner);

    /**
     * @dev Initializes the contract setting the deployer as the initial owner.
     */
    constructor () internal {
        address msgSender = _msgSender();
        _owner = msgSender;
        emit OwnershipTransferred(address(0), msgSender);
    }

    /**
     * @dev Returns the address of the current owner.
     */
    function owner() public view returns (address) {
        return _owner;
    }

    /**
     * @dev Throws if called by any account other than the owner.
     */
    modifier onlyOwner() {
        require(isOwner(), "Ownable: caller is not the owner");
        _;
    }
    /**
     * @dev Returns true if the caller is the current owner.
     */
    function isOwner() public view returns (bool) {
        return _msgSender() == _owner;
    }

    /**
     * @dev Leaves the contract without owner. It will not be possible to call
     * `onlyOwner` functions anymore. Can only be called by the current owner.
     *
     * NOTE: Renouncing ownership will leave the contract without an owner,
     * thereby removing any functionality that is only available to the owner.
     */
    function renounceOwnership() public onlyOwner {
        emit OwnershipTransferred(_owner, address(0));
        _owner = address(0);
    }

    /**
     * @dev Transfers ownership of the contract to a new account (`newOwner`).
     * Can only be called by the current owner.
     */
    function transferOwnership(address newOwner) public onlyOwner {
        _transferOwnership(newOwner);
    }

    /**
     * @dev Transfers ownership of the contract to a new account (`newOwner`).
     */
    function _transferOwnership(address newOwner) internal {
        require(newOwner != address(0), "Ownable: new owner is the zero address");
        emit OwnershipTransferred(_owner, newOwner);
        _owner = newOwner;
    }
}

/**
```

```
 * @dev Interface of the ERC20 standard as defined in the EIP. Does not include
 * the optional functions; to access them see {ERC20Detailed}.
 */
interface IERC20 {
    /**
     * @dev Returns the amount of tokens in existence.
     */
    function totalSupply() external view returns (uint256);

    /**
     * @dev Returns the amount of tokens owned by `account`.
     */
    function balanceOf(address account) external view returns (uint256);

    /**
     * @dev Moves `amount` tokens from the caller's account to `recipient`.
     *
     * Returns a boolean value indicating whether the operation succeeded.
     *
     * Emits a {Transfer} event.
     */
    function transfer(address recipient, uint256 amount) external returns (bool);

    /**
     * @dev Returns the remaining number of tokens that `spender` will be
     * allowed to spend on behalf of `owner` through {transferFrom}. This is
     * zero by default.
     *
     * This value changes when {approve} or {transferFrom} are called.
     */
    function allowance(address owner, address spender) external view returns (uint256);

    /**
     * @dev Sets `amount` as the allowance of `spender` over the caller's tokens.
     *
     * Returns a boolean value indicating whether the operation succeeded.
     *
     * IMPORTANT: Beware that changing an allowance with this method brings the risk
     * that someone may use both the old and the new allowance by unfortunate
     * transaction ordering. One possible solution to mitigate this race
     * condition is to first reduce the spender's allowance to 0 and set the
     * desired value afterwards:
     * https://github.com/ethereum/EIPs/issues/20#issuecomment-263524729
     *
     * Emits an {Approval} event.
     */
    function approve(address spender, uint256 amount) external returns (bool);

    /**
     * @dev Moves `amount` tokens from `sender` to `recipient` using the
     * allowance mechanism. `amount` is then deducted from the caller's
     * allowance.
     *
     * Returns a boolean value indicating whether the operation succeeded.
     *
     * Emits a {Transfer} event.
     */
    function transferFrom(address sender, address recipient, uint256 amount) external returns (bool);

    /**
     * @dev Emitted when `value` tokens are moved from one account (`from`) to
     * another (`to`).
     *
     * Note that `value` may be zero.
     */
    event Transfer(address indexed from, address indexed to, uint256 value);

    /**
     * @dev Emitted when the allowance of a `spender` for an `owner` is set by
     * a call to {approve}. `value` is the new allowance.
     */
    event Approval(address indexed owner, address indexed spender, uint256 value);
}

/**
 * @dev Implementation of the {IERC20} interface.
 *
 * This implementation is agnostic to the way tokens are created. This means
 * that a supply mechanism has to be added in a derived contract using {_mint}.
 * For a generic mechanism see {ERC20Mintable}.
 *
 * TIP: For a detailed writeup see our guide
 * https://forum.zeppelin.solutions/t/how-to-implement-erc20-supply-mechanisms/226[How
 * to implement supply mechanisms].
 *
 * We have followed general OpenZeppelin guidelines: functions revert instead
 * of returning `false` on failure. This behavior is nonetheless conventional
 * and does not conflict with the expectations of ERC20 applications.
 *
 * Additionally, an {Approval} event is emitted on calls to {transferFrom}.
 * This allows applications to reconstruct the allowance for all accounts just
 * by listening to said events. Other implementations of the EIP may not emit
 * these events, as it isn't required by the specification.
 *
 * Finally, the non-standard {decreaseAllowance} and {increaseAllowance}
 * functions have been added to mitigate the well-known issues around setting
 * allowances. See {IERC20-approve}.
 */
contract ERC20 is Context, IERC20 {
    using SafeMath for uint256;

    mapping (address => uint256) private _balances;

    mapping (address => mapping (address => uint256)) private _allowances;

    uint256 private _totalSupply;

    /**
     * @dev See {IERC20-totalSupply}.
     */
    function totalSupply() public view returns (uint256) {
        return _totalSupply;
    }

    /**
     * @dev See {IERC20-balanceOf}.
 */
function balanceOf(address account) public view returns (uint256) {
    return _balances[account];
}

/**
 * @dev See {IERC20-transfer}.
 *
 * Requirements:
 *
 * - `recipient` cannot be the zero address.
 * - the caller must have a balance of at least `amount`.
 */
function transfer(address recipient, uint256 amount) public returns (bool) {
    _transfer(_msgSender(), recipient, amount);
    return true;
}

/**
 * @dev See {IERC20-allowance}.
 */
function allowance(address owner, address spender) public view returns (uint256) {
    return _allowances[owner][spender];
}

/**
 * @dev See {IERC20-approve}.
 *
 * Requirements:
 *
 * - `spender` cannot be the zero address.
 */
function approve(address spender, uint256 amount) public returns (bool) {
    _approve(_msgSender(), spender, amount);
    return true;
}

/**
 * @dev See {IERC20-transferFrom}.
```

```
     *
     * Emits an {Approval} event indicating the updated allowance. This is not
     * required by the EIP. See the note at the beginning of {ERC20};
     *
     * Requirements:
     * - `sender` and `recipient` cannot be the zero address.
     * - `sender` must have a balance of at least `amount`.
     * - the caller must have allowance for `sender``'s tokens of at least
     * `amount`.
     */
    function transferFrom(address sender, address recipient, uint256 amount) public returns (bool)
{
        _transfer(sender, recipient, amount);
        _approve(sender, _msgSender(), _allowances[sender][_msgSender()].sub(amount, "ERC20:
transfer amount exceeds allowance"));
        return true;
    }

    /**
     * @dev Atomically increases the allowance granted to `spender` by the caller.
     *
     * This is an alternative to {approve} that can be used as a mitigation for
     * problems described in {IERC20-approve}.
     *
     * Emits an {Approval} event indicating the updated allowance.
     *
     * Requirements:
     *
     * - `spender` cannot be the zero address.
     */
    function increaseAllowance(address spender, uint256 addedValue) public returns (bool) {
        _approve(_msgSender(), spender, _allowances[_msgSender()][spender].add(addedValue));
        return true;
    }

    /**
     * @dev Atomically decreases the allowance granted to `spender` by the caller.
     *
     * This is an alternative to {approve} that can be used as a mitigation for
     * problems described in {IERC20-approve}.
     *
     * Emits an {Approval} event indicating the updated allowance.
     *
     * Requirements:
     *
     * - `spender` cannot be the zero address.
     * - `spender` must have allowance for the caller of at least
     * `subtractedValue`.
     */
    function decreaseAllowance(address spender, uint256 subtractedValue) public returns (bool) {
        _approve(_msgSender(), spender, _allowances[_msgSender()][spender].sub(subtractedValue, "ERC20: decreased allowance below zero"));
        return true;
    }

    /**
     * @dev Moves tokens `amount` from `sender` to `recipient`.
     *
     * This is internal function is equivalent to {transfer}, and can be used to
     * e.g. implement automatic token fees, slashing mechanisms, etc.
     *
     * Emits a {Transfer} event.
     *
     * Requirements:
     *
     * - `sender` cannot be the zero address.
     * - `recipient` cannot be the zero address.
     * - `sender` must have a balance of at least `amount`.
     */
    function _transfer(address sender, address recipient, uint256 amount) internal {
        require(sender != address(0), "ERC20: transfer from the zero address");
        require(recipient != address(0), "ERC20: transfer to the zero address");

        _balances[sender] = _balances[sender].sub(amount, "ERC20: transfer amount exceeds balance");
        _balances[recipient] = _balances[recipient].add(amount);
        emit Transfer(sender, recipient, amount);
    }

    /** @dev Creates `amount` tokens and assigns them to `account`, increasing
     * the total supply.
     *
     * Emits a {Transfer} event with `from` set to the zero address.
     *
     * Requirements
     *
     * - `to` cannot be the zero address.
     */
    function _mint(address account, uint256 amount) internal {
        require(account != address(0), "ERC20: mint to the zero address");

        _totalSupply = _totalSupply.add(amount);
        _balances[account] = _balances[account].add(amount);
        emit Transfer(address(0), account, amount);
    }

    /**
     * @dev Destroys `amount` tokens from `account`, reducing the
     * total supply.
     *
     * Emits a {Transfer} event with `to` set to the zero address.
     *
     * Requirements
     *
     * - `account` cannot be the zero address.
     * - `account` must have at least `amount` tokens.
     */
    function _burn(address account, uint256 amount) internal {
        require(account != address(0), "ERC20: burn from the zero address");

        _balances[account] = _balances[account].sub(amount, "ERC20: burn amount exceeds
balance");
        _totalSupply = _totalSupply.sub(amount);
        emit Transfer(account, address(0), amount);
    }
    /**
     * @dev Sets `amount` as the allowance of `spender` over the `owner`s tokens.
     *
     * This is internal function is equivalent to `approve`, and can be used to
     * e.g. set automatic allowances for certain subsystems, etc.
     *
     * Emits an {Approval} event.
     *
     * Requirements:
     *
     * - `owner` cannot be the zero address.
     * - `spender` cannot be the zero address.
     */
    function _approve(address owner, address spender, uint256 amount) internal {
        require(owner != address(0), "ERC20: approve from the zero address");
        require(spender != address(0), "ERC20: approve to the zero address");

        _allowances[owner][spender] = amount;
        emit Approval(owner, spender, amount);
    }

    /**
     * @dev Destroys `amount` tokens from `account`.`amount` is then deducted
     * from the caller's allowance.
     *
     * See {_burn} and {_approve}.
     */
    function _burnFrom(address account, uint256 amount) internal {
        _burn(account, amount);
        _approve(account, _msgSender(), _allowances[account][_msgSender()].sub(amount, "ERC20:
burn amount exceeds allowance"));
    }
}

/**
 * @dev Optional functions from the ERC20 standard.
 */
contract ERC20Detailed is IERC20 {
    string private _name;
    string private _symbol;
    uint8 private _decimals;

    /**
     * @dev Sets the values for `name`, `symbol`, and `decimals`. All three of
     * these values are immutable: they can only be set once during
     * construction.
     */
    constructor (string memory name, string memory symbol, uint8 decimals) public {
        _name = name;
        _symbol = symbol;
        _decimals = decimals;
    }

    /**
     * @dev Returns the name of the token.
     */
    function name() public view returns (string memory) {
        return _name;
    }

    /**
     * @dev Returns the symbol of the token, usually a shorter version of the
     * name.
     */
    function symbol() public view returns (string memory) {
        return _symbol;
    }

    /**
     * @dev Returns the number of decimals used to get its user representation.
     * For example, if `decimals` equals `2`, a balance of `505` tokens should
     * be displayed to a user as `5,05` (`505 / 10 ** 2`).
     *
     * Tokens usually opt for a value of 18, imitating the relationship between
     * Ether and Wei.
     *
     * NOTE: This information is only used for _display_ purposes: it in
     * no way affects any of the arithmetic of the contract, including
```

```
     * {IERC20-balanceOf} and {IERC20-transfer}.
     */
    function decimals() public view returns (uint8) {
        return _decimals;
    }
}

contract TEST is ERC20 {
    string public constant name = "TEST token";
    string public constant symbol = "TEST";
    uint public constant decimals = 18;
    uint public constant INITIAL_SUPPLY = 1000 * (10 ** decimals);

    constructor() public {
        _mint(msg.sender, INITIAL_SUPPLY);
    }
}
```



1. Click +_button

2. Create new file

3. Copy-paste the code

```
pragma solidity ^0.5.16;

/*
 * @dev Provides information about the current execution context, including the
 * sender of the transaction and its data. While these are generally available
 * via msg.sender and msg.data, they should not be accessed in such a direct
 * manner, since when dealing with GSN meta-transactions the account sending and
 * paying for execution may not be the actual sender (as far as an application
 * is concerned).
 *
 * This contract is only required for intermediate, library-like contracts.
 */
contract Context {
    // Empty internal constructor, to prevent people from mistakenly deploying
    // an instance of this contract, which should be used via inheritance.
    constructor () internal { }
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    function _msgSender() internal view returns (address payable) {
        return msg.sender;
    }

    function _msgData() internal view returns (bytes memory) {
        this; // silence state mutability warning without generating bytecode - see https://github.com/e
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/**
 * @dev Wrappers over Solidity's arithmetic operations with added overflow
 * checks.
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 * Arithmetic operations in Solidity wrap on overflow. This can easily result
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 * `SafeMath` restores this intuition by reverting the transaction when an
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 * Using this library instead of the unchecked operations eliminates an entire
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 */
library SafeMath {
```
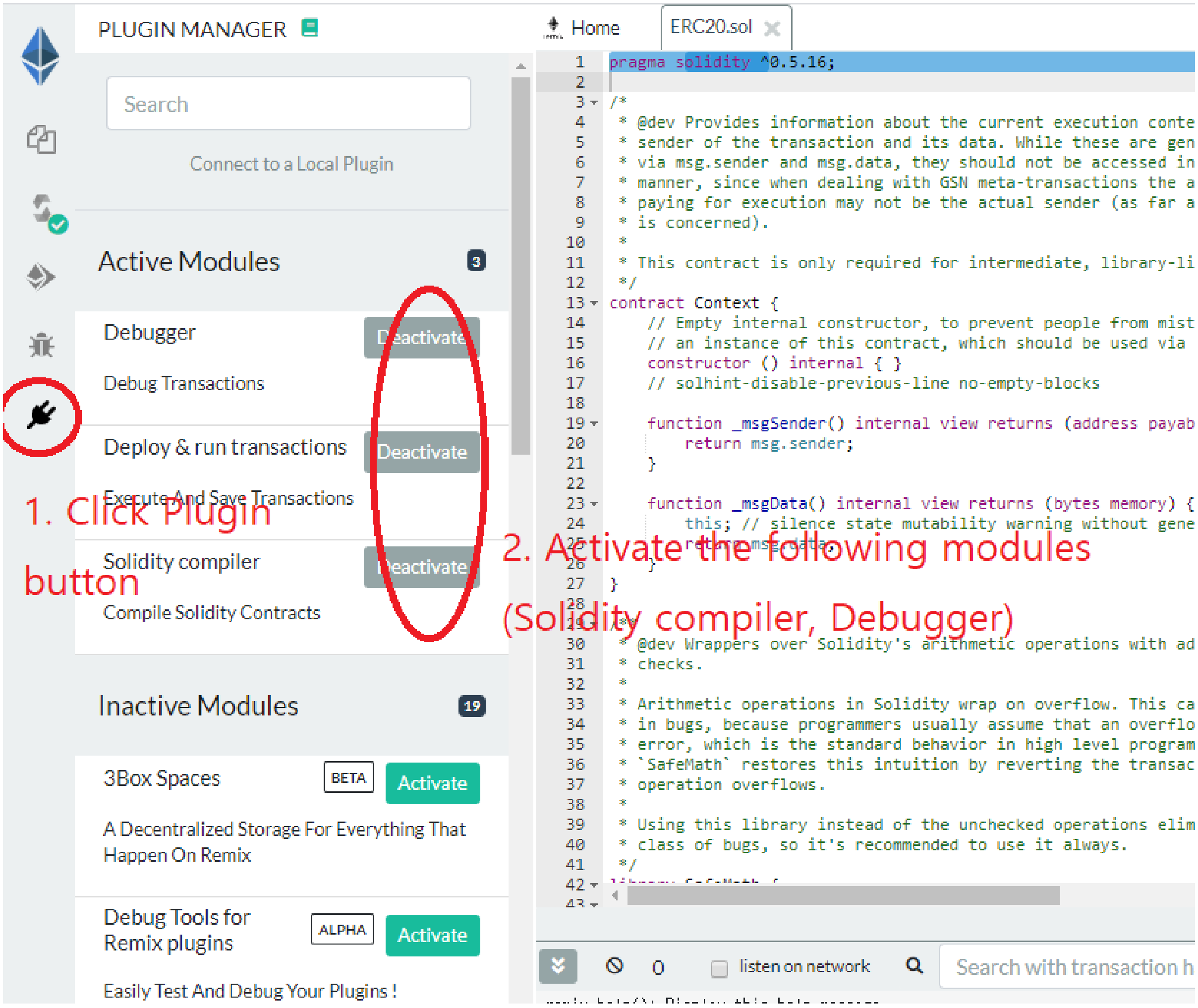

```
remix.help(): Display this help message
remix.debugHelp(): Display help message for debugging

- Welcome to Remix v0.9.2 -
```

You can modify the `string public constant name = “TEST token”, string public constant symbol = “TEST”, string public constant decimals = 18, string public constant INITIAL_SUPPLY` part as you would like

3. Click plugin icon and activate some modules


PLUGIN MANAGER
Search
Connect to a Local Plugin
Active Modules 3
Debugger
Deactivate
Debug Transactions
Deploy & run transactions
Deactivate
Execute And Save Transactions
Solidity compiler
Deactivate
Compile Solidity Contracts
Inactive Modules 19
3Box Spaces
BETA
Activate
A Decentralized Storage For Everything That Happen On Remix
Debug Tools for Remix plugins
ALPHA
Activate
Easily Test And Debug Your Plugins !
Home
ERC20.sol
0
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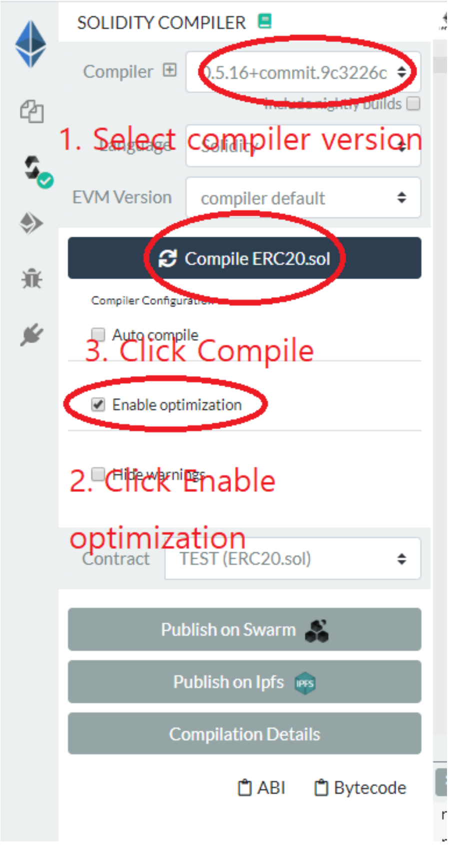
1. Click Plugin button

2. Activate the following modules

(Solidity compiler, Debugger)

4. Select the proper compiler version and compile the contract

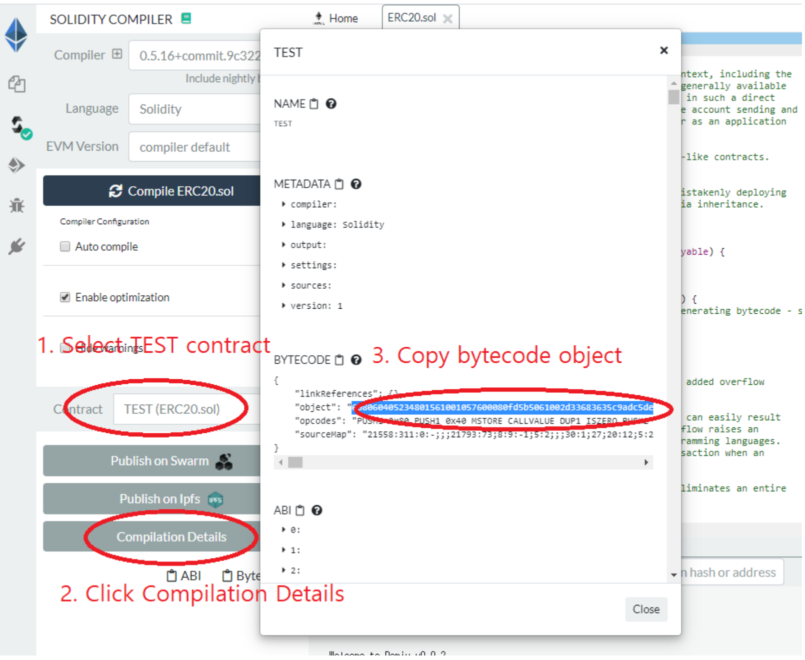


1. Select compiler version

3. Click Compile

2. Click Enable optimization

5. Copy the bytecode of the compiled contract



Compiler: 0.5.16+commit.9c322

Language: Solidity

EVM Version: compiler default

☐ Auto compile

☑ Enable optimization

1. Select TEST contract

Contract: TEST (ERC20.sol)

2. Click Compilation Details

TEST

NAME

TEST

METADATA

```
‣ compiler:
‣ language: Solidity
‣ output:
‣ settings:
‣ sources:
‣ version: 1
```

BYTECODE

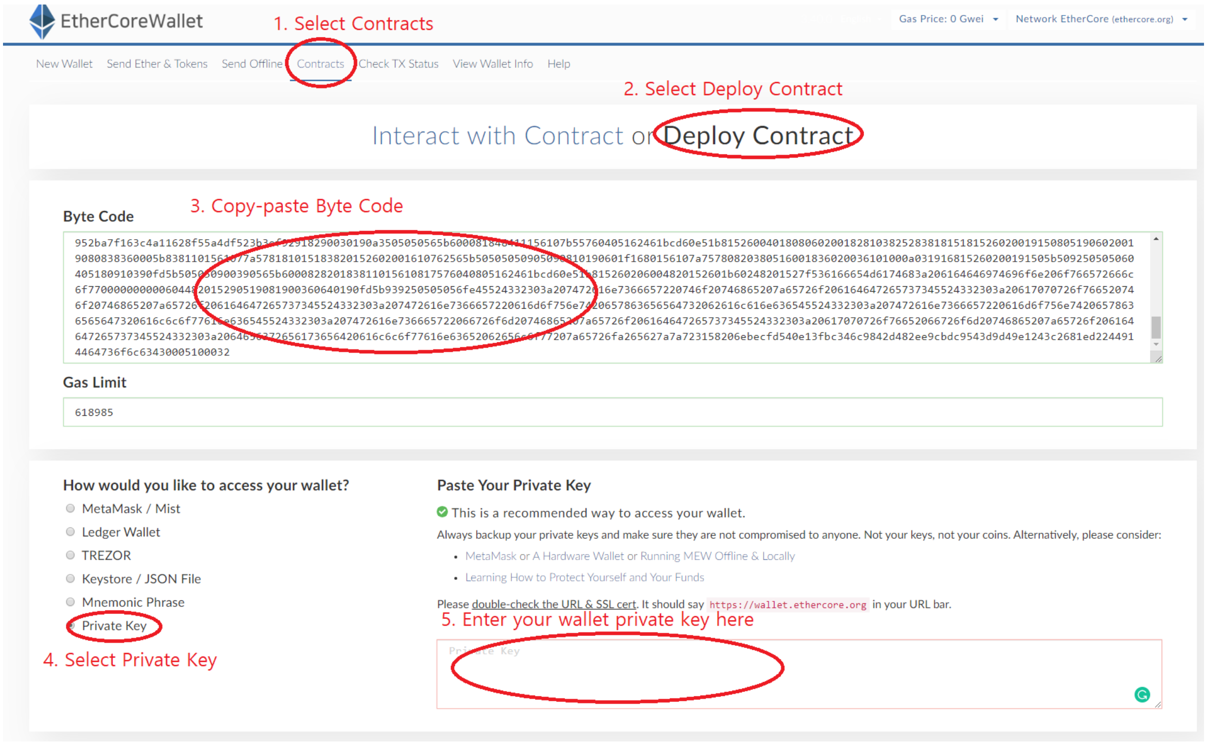
3. Copy bytecode object

```
{
    "linkReferences": {},
    "object": "6080604052348015610010576000080fd5b5061002d33683635c9adc5de
    "opcodes": "PUSH1 0x80 PUSH1 0x40 MSTORE CALLVALUE DUP1 ISZERO PUSH2
    "sourceMap": "21558:311:0:-;;;21793:73;8:9:-1;5:2;;;30:1;27;20:12;5:2
}
```

ABI

```
‣ 0:
‣ 1:
‣ 2:
```

6. Access https://wallet.ethercore.org and deploy the compiled contract to the mainnet



1. Select Contracts

2. Select Deploy Contract

Interact with Contract or Deploy Contract

Byte Code

3. Copy-paste Byte Code

```
952ba7f163c4a11628f55a4df523b3ef92918290030190a3505050565b600081848411156107b55760405162461bcd60e51b8152600401808060200182810382528381815181526020019150805190602001
9080838360005b8381101561077a57818101518382015260200161076 2565b50505050905090810190601f1680156107a75780820380516001836020036101000a031916815260200191505b509250505060
405180910390fd5b505050900390565b600082820183811015610817576040805162461bcd60e51b815260206004820152601b60248201527f536166654d6174683a206164646974696f6e206f766572666c
6f7700000000006044820152905190819003606401 90fd5b939250505056fe45524332303a207472616e736665722074 6f20746865207a65726f206164647265737345524332303a20617070726f76652074
6f20746865207a65726f206164647265737345524332303a207472616e7366657220616d6f756e7420657863656564732062616c616e636545524332303a207472616e7366657220616d6f756e7420657863
6565647320616c6c6f77616e636545524332303a207472616e736665722066726f6d20746865207a65726f206164647265737345524332303a20617070726f76652066726f6d20746865207a65726f206164
647265737345524332303a2064656372656173656420616c6c6f77616e63652062656c6f77207a65726fa265627a7a723158206ebecfd540e13fbc346c9842d482ee9cbdc9543d9d49e1243c2681ed224491
4464736f6c63430005100032
```

Gas Limit

618985

How would you like to access your wallet?

○ MetaMask / Mist
○ Ledger Wallet
○ TREZOR
○ Keystore / JSON File
○ Mnemonic Phrase
● Private Key

4. Select Private Key

Paste Your Private Key

✓ This is a recommended way to access your wallet.

Always backup your private keys and make sure they are not compromised to anyone. Not your keys, not your coins. Alternatively, please consider:

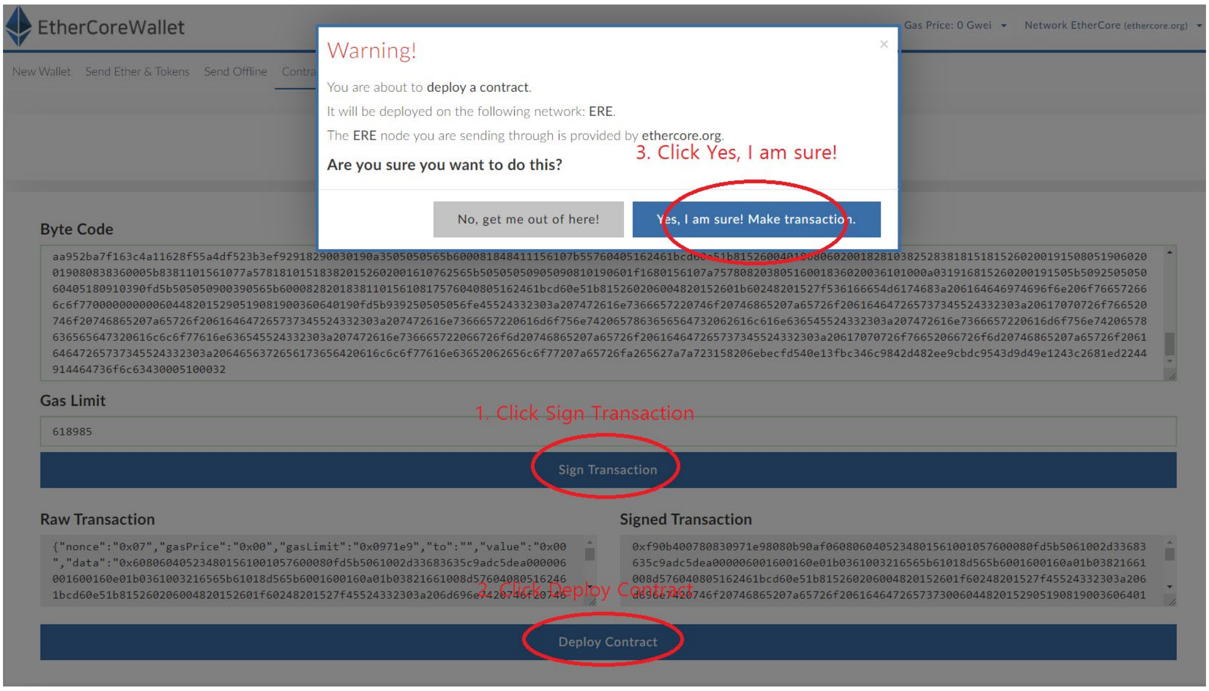
- MetaMask or A Hardware Wallet or Running MEW Offline & Locally
- Learning How to Protect Yourself and Your Funds

Please double-check the URL & SSL cert. It should say `https://wallet.ethercore.org` in your URL bar.

5. Enter your wallet private key here

Private Key

7. Click Deploy Contract and check the deployed contract on the explorer



Warning!

You are about to deploy a contract.

It will be deployed on the following network: ERE.

The ERE node you are sending through is provided by ethercore.org.

Are you sure you want to do this?

3. Click Yes, I am sure!

Byte Code

```
aa952ba7f163c4a11628f55a4df523b3ef92918290030190a3505050565b600081848411156107b55760405162461bcd60e51b815260040180806020018281038252838181518152602001915080519060 20
019080838360005b8381101561077a578181015183820152602001610762565b50505050905090810190601f1680156107a75780820380516001836020036101000a031916815260200191505b5092505050
60405180910390fd5b505050900390565b600082820183811015610817576040805162461bcd60e51b815260206004820152601b60248201527f536166654d6174683a206164646974696f6e206f76657266
6c6f770000000000604482015290519081900360640190fd5b939250505056fe45524332303a207472616e7366657220746f20746865207a65726f206164647265737345524332303a20617070726f766520
746f20746865207a65726f206164647265737345524332303a207472616e7366657220616d6f756e7420657863656564732062616c616e636545524332303a207472616e7366657220616d6f756e74206578
636565647320616c6c6f77616e636545524332303a207472616e736665722066726f6d20746865207a65726f206164647265737345524332303a20617070726f76652066726f6d20746865207a65726f2061
6464726573734552433230 3a2064656372656173656420616c6c6f77616e63652062656c6f77207a65726fa265627a7a723158206ebecfd540e13fbc346c9842d482ee9cbdc9543d9d49e1243c2681ed2244
914464736f6c63430005100032
```

Gas Limit

```
618985
```

1. Click Sign Transaction

Raw Transaction

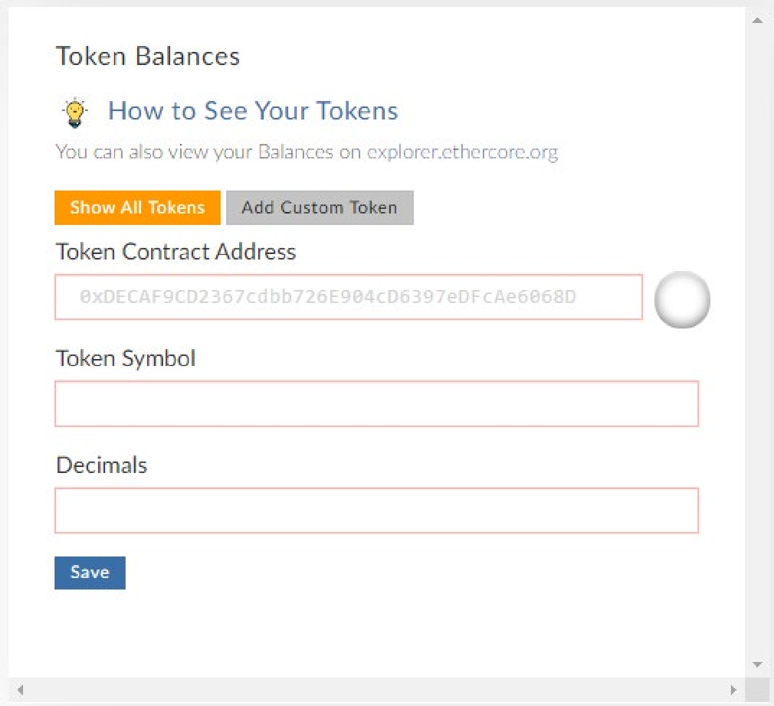
```
{"nonce":"0x07","gasPrice":"0x00","gasLimit":"0x0971e9","to":"","value":"0x00
","data":"0x608060405234801561001057600080fd5b5061002d33683635c9adc5dea000006
001600160e01b0361003216565b61018d565b6001600160a01b03821661008d57604080516246
1bcd60e51b815260206004820152601f60248201527f45524332303a206d696e7420746f20746
```

Signed Transaction

```
0xf90b400780830971e98080b90af0608060405234801561001057600080fd5b5061002d33683
635c9adc5dea000006001600160e01b0361003216565b61018d565b6001600160a01b03821661
008d576040805162461bcd60e51b815260206004820152601f60248201527f45524332303a206
d696e7420746f20746865207a65726f2061646472657373006044820152905190819003606401
```

2. Click Deploy Contract

8. After deploying contract, click Send Ether & Tokens on web wallet and select Add Custom Token and fill in the necessary information to interact with deployed token contract



Token Balances

How to See Your Tokens

You can also view your Balances on explorer.ethercore.org

Token Contract Address

0xDECAF9CD2367cdbb726E904cD6397eDFcAe6068D

Token Symbol

Decimals