

- 1- First of all, make sure that Visual Studio Code and Node.js is already installed on the computer.
- 2- Visit the website: <https://remix.ethereum.org/>
- 3- On the left side, please use the upload button right below the “default\_workspace” button and upload the “contracts.sol” and “used.sol” files to the system.
- 4- Click to the “usdt.sol” after uploading. (The same process will be used on “contracts.sol” file)
- 5- After opening the file, on the leftmost side of the webpage, click on the third button, which should take you to the “compile” section.
- 6- Click to compile button.
- 7- On the leftmost side of the webpage, click on the 4<sup>th</sup> button which will take you to the deploying page.
- 8- From the environment section, choose “injected web3” and connect your wallet.
- 9- Make sure that your metamask is connected to rinkeby testnet.
- 10- Click on the contract section and choose usdt and deploy it.
- 11- At the left bottom of the page, there is a section called deployed contracts. Click on the usdt contract and you will be able to use the mint function to mint usdt to the given address.
- 12- Note: usdt has 6 decimals as a default so if you want to mint 1 usdt, you should enter 1000000 as a variable.
- 13- Then compile the contracts.sol file.
- 14- Deploy OneVSale contract with the required parameters. The token has again 6 decimals. If you want to make the price of the token as 1 usdt, you should enter 1000000 as a variable.
- 15- Then open your metamask and choose the OneNG testnet and deploy SendOneV on there too.
- 16- Then on the deployment section, get to the value and enter the ether amount you want to transfer, choose ether from the wei section and transact the depositEther function from the contract you deployed.
- 17- Open metamask and send some OneV to the SendOneV contract.
- 18- Run the setOperator function from the SendOneV contract with the intended address and true as parameters.
- 19- Contract part is done. Now open the OneNG folder.
- 20- Run “1.bat” file.
- 21- Please open the /UI/src/config/Addresses.ts file and paste the contract addresses of usdt and OneVSale **you deployed** to the marked place.
- 22- Next, you should be able to run “2.bat” and “3.bat” files in order.
- 23- Now the UI will be opened in your browser (bridge section)
- 24- To work with the bridge, run “4.bat”.
- 25- Then, open the “.env” file in the src folder. (It is essential to open it with a text editor: Sublime text, visual studio, textedit and more)
- 26- Paste the contract address of the OneVSale contract you deployed to the “SALE\_CONTRACT”
- 27- Paste the contract address of the SendOneV contract you deployed to the “SENDER\_CONTRACT”
- 28- Paste the private key of the SendOneV operator wallet address to the “PRIVATE\_KEY”

- 29- After finishing these steps, save the file and run “5.bat”.
- 30- Then, it is possible to test the features on the UI.
- 31- If the wallet address that is connected to the UI is the contract owner, price changing and set referral functions will be available/visible.
- 32- If you have any problems with the UI connecting to blockchain, make sure that you are connected to rinkeby and refresh the webpage.