

# ASSET MANAGER — WHAT IT DOES

It locks, schedules, and releases GENc.

No *maybe*. No *almost*. Either the timestamp is due and tokens move, or it isn't and they don't.

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## ROLES & BOUNDS

- **Owner (deployer):** the only address allowed to fund pools.
- **GENERAL (bot):** the only address allowed to start the clock and execute releases.
- **Token:** immutable GENc interface bound at deployment.
- **Reentrancy:** blocked. Transfers use SafeERC20.

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## ORIGINS & CAPS (HARD-WIRED)

Each pool has a fixed recipient and a hard cap. Funding can never exceed the cap — any attempt reverts.

ID	Pool	Address	CAP
1	Team	0x318cFAe23438428501086Ede36f07DAc0f8Ffec4	5 000 000 000 GENc
2	Marketing	0x2801dd36E26c376a110Baa8C16C19411719117cf	5 000 000 000 GENc
3	Dev	0x251611603459649D89b724342c08E9d5c93E55C5	1 000 000 000 GENc
4	Expo/Event	0x64b55A3612f9BEDD447c1C8BeaDE6BB7D708eFf3	3 000 000 000 GENc
5	Future Project	0xB148f668a560f8193Ff566DbB8471626fE2B6818	3 100 000 000 GENc
6	SBA Reserve	0x15BaF29c43d9Cbf1dDE1300f2A268322F6635E77	3 100 000 000 GENc

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## THE CLOCK

- **WasteStart (once):** set by GENERAL after Whitelist Close → `WasteStartSet(ts)`.
- **Time unit:** DAY = 60 s (test mode). On mainnet, 1 day = 24 hours.
- The schedule is **gap-based**, not block-based — time is absolute, not relative.

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## FUNDING (OWNER-ONLY)

Owner provides tokens to each pool.

Functions: `FUND_TEAMGENc`, `FUND_MARKETINGGENc`, `FUND_DEVGENc`,  
`FUND_EVENTEXPO`, `FUND_FUTUREPROJECT`, `FUND_SBA`.

Transfers pull from the owner wallet and respect the hard cap.

Emits `PoolFunded(id, amount, newFunded, origin)`.

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## RELEASE (GENERAL-ONLY)

`release(id)` executes one scheduled step if due.

- If the timestamp has passed → tokens transfer, index advances, event emits.
- If not yet due or completed → nothing happens.  
Emits `ReleaseExecuted(id, index, amount, origin, dueTs)`.

# SCHEDULE — HARD FACTS ONLY

**Time base (test build):** DAY = 60 → 1 minute = 1 day.

All gaps count forward from wasteStart. Nothing moves before it. Nothing moves if it's not due.

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## ID 1 — Team

- **Amounts:** 500 M TGE, then  $300\text{ M} \times 15 \rightarrow 16$  releases, total 5 B.
- **Gaps:**  $\text{tgeGap} = 0$ ,  $\text{cliffGap} = 100$ ,  $\text{stepGap} = 30$ .
- **Timeline:** Day 0 (10 %), Day 100 (+6 %), then every 30 days  $\times 14$  (each +6 %) → complete Day 520.
- **Share:**  $10\% + (15 \times 6\%) = 100\%$ .

## ID 2 — Marketing

- **Amounts:** 500 M TGE, then  $300\text{ M} \times 15 \rightarrow 16$  releases, total 5 B.
- **Gaps:**  $\text{tgeGap} = 0$ ,  $\text{cliffGap} = 75$ ,  $\text{stepGap} = 30$ .
- **Timeline:** Day 0 (10 %), Day 75 (+6 %), then every 30 days  $\times 14$  (each +6 %) → complete Day 495.
- **Share:**  $10\% + (15 \times 6\%) = 100\%$ .

## ID 3 — Dev

- **Amounts:** 200 M TGE, then  $100\text{ M} \times 8 \rightarrow 9$  releases, total 1 B.
- **Gaps:**  $\text{tgeGap} = 90$ ,  $\text{cliffGap} = 50$ ,  $\text{stepGap} = 50$ .
- **Timeline:** Day 90 (20 %), Day 140 (+10 %), then every 50 days  $\times 7$  (each +10 %) → complete Day 490.
- **Share:**  $20\% + (8 \times 10\%) = 100\%$ .

## ID 4 — Expo / Event (corrected)

- **Amounts:**  $1\text{ B} \times 3 \rightarrow$  three equal yearly releases; **no TGE at Day 0**.
- **Gaps:**  $\text{tgeGap} = 365$ ,  $\text{cliffGap} = 365$ ,  $\text{stepGap} = 365$ .
- **Timeline:**
  - Day 365 (+ 1 B,  $\approx 33.33\%$ )
  - Day 730 (+ 1 B,  $\approx 33.33\%$ )
  - Day 1095 (+ 1 B,  $\approx 33.34\%$ )
- **Share:**  $\approx 33.33\% + 33.33\% + 33.34\% = 100\%$ .

## ID 5 — Future Project

- **Amounts:** Single unlock 3.1 B → 1 release.
- **Gaps:**  $\text{tgeGap} = 365$  (no cliff, no steps).
- **Timeline:** Day 365 → 100 % at once.
- **Share:** 100 %.

## ID 6 — SBA Reserve

- **Amounts:** 600 M TGE, then  $500\text{ M} \times 5 \rightarrow 6$  releases, total 3.1 B.
  - **Gaps:**  $\text{tgeGap} = 0$ ,  $\text{cliffGap} = 50$ ,  $\text{stepGap} = 50$ .
  - **Timeline:** Day 0 ( $\approx 19.35\%$ ), Day 50 (+ 16.13 %), then every 50 days  $\times 4$  (each + 16.13 %) → complete Day 250.
  - **Share:**  $\approx 19.35\% + (5 \times 16.13\%) = 100\%$ .
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## STATE & READOUTS — TRANSPARENCY BY DESIGN

- `nextDue(id)` → next timestamp, index, amount.
  - `scheduleLen(id) / scheduleAt(id, i)` → slice amount + time + done flag.
  - `adviseRelease(id)` → checks if due.
  - `poolStatus(id)` → cap, funded, released, sealed, length, next due, amount.
  - `currentDaySinceStart()` → monotonic counter since `WasteStart`.
  - All pools track funded, released, `nextIndex`, `lastReleaseTs`.
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## GUARANTEES

- Immutable routing — recipients and caps are hard-coded.
  - Split authority — Owner funds, GENERAL releases.
  - Deterministic timing — pure gap math from recorded timestamps.
  - No minting, no overflow — moves only what was funded.
  - Full traceability — every action emits an event; the ledger is the audit trail.
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## WHAT THIS ENFORCES

Recipients and caps cannot be changed.

No early access. No bypass.

No manual unlocks. No shortcuts.

Owner can fund but never release. GENERAL can release but never fund.

Gap math runs on its own clock — **time, not trust, decides.**

No backroom switches.

No human adjustments mid-stream.

You see the pools, the schedule, the index, the next due, and the transaction when it hits.

If someone wants to argue with that, they'll be arguing with the timestamps.

The chain doesn't care.

The chain doesn't blink.

— **ProofBeforePromise**