EraX Digital

Version 1.0 · Initial Project Whitepaper

Building a Connected SocialFi Ecosystem

Social Networking, Digital Ownership, Wallet Infrastructure, and the Creator Economy.

EraX Digital
3 November 2026
Connect. Create. Own.

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1. Executive Summary

EraX Digital is an independent Web3 technology company developing a connected digital ecosystem that brings together social networking, digital ownership, wallet infrastructure, and creator-focused experiences. The tagline is Connect. Create. Own.

This whitepaper describes a proposed SocialFi ecosystem. Social networking, digital identity, wallet connectivity, creator monetization, and blockchain-based ownership are intended to sit in one product family without pretending that every click is a financial transaction.

Ethereum Mainnet is the planned Layer 1 for ownership and settlement. Base, an Ethereum Layer 2, is the planned network for creator payments, subscriptions, and other everyday transactions. Base is not described as an independent Layer 1.

EraX Social, EraX Wallet, and EraX Creator are planned products. EraX Assets is a future possibility and is not operational. Phases 01 and 02 are completed foundational milestones. They do not mean the platform is publicly available. Phases 03 to 06 are upcoming, planned, or future work. No token sale is announced.

Readers should treat diagrams in this document as conceptual. A box in a diagram is a responsibility the design assigns, not a server, contract, or vendor that has been deployed. Where a choice is still open — custody model, RPC provider, indexer, sign-in protocol, media storage — the text says so.

2. Introduction

Digital communities already exist inside large social platforms. Those platforms proved that people will publish, follow, and gather around creators. They also concentrated distribution, identity, and monetization in accounts that the platform can limit or remove.

Blockchains added a different primitive: a user can hold keys and authorize a transaction that does not depend on a single application database. Wallets, fees, and unfamiliar signing prompts made that primitive hard to use. Most people do not want a lesson in gas in order to read a post.

Creators, meanwhile, are asked to assemble a separate stack for audience, membership, and payment. The pieces work, but they do not feel like one product.

EraX Digital's proposal is to keep the social experience familiar and to introduce wallet authorization only where ownership or payment is actually happening. That is a product thesis. It is not a report of a launched network.

How to read the status language

Completed development milestone means foundational work that the company treats as done. It does not mean a public product. Planned feature means the capability is in the intended product, not that a screen or endpoint exists. Conceptual architecture means a proposed split of responsibilities. Future development means a direction that has not been committed as a release. Not yet available means a person cannot use the capability on this website today.

The long-term vision is a connected digital world where people, communities, and digital assets can interact, create value, and grow together. The practical mission is narrower: make Web3 easier to approach by keeping social software, ownership, and payment in one understandable system, and by refusing to describe unfinished work as finished.

3. Problem Statement

The following are industry problems and design objectives. They are not findings from a private dataset and they are not accusations against a named competitor.

Fragmented digital experiences

A person who wants to publish, talk to an audience, hold a wallet, and get paid often crosses several products. Each product has its own account, its own idea of identity, and its own failure mode. The design objective is one journey, not a claim that every existing product is unusable.

Limited user ownership

An audience, a profile, and a catalog of work can sit entirely inside an account the operator controls. Digital ownership, in the sense used here, is the ability to authorize selected records with a wallet the person controls. It is not a claim that a social graph can or should be moved on-chain in full.

Dependence on a single operator

Distribution and identity on a conventional social platform depend on that platform remaining willing and able to serve the account. A wallet address is a second kind of identifier. Using it does not remove the need for an application operator. It does mean that a payment or an ownership record can outlive a single screen.

Limited creator monetization

Creators are often limited to the commercial formats a host already sells. The design objective for EraX Creator is a small, explicit set: paid access to an item, a subscription for a period, and a voluntary tip. That set is planned. It is not a marketplace that exists today, and it is not a promise of income.

Complex wallet experiences

Wallets ask people to choose a network, pay a fee, and approve a payload they may not understand. Those prompts are appropriate for moving value. They are a poor requirement for reading a feed. The design objective is to show a wallet only when the action needs one, and to show the network, destination, and amount before the person signs.

Barriers to mainstream use

Web3 products sometimes teach the protocol before they offer a familiar task. EraX Digital's objective is the reverse order: a social task first, a wallet decision only when ownership or payment is the task. This is a product requirement for later implementation, not a usability study with published results.

4. EraX Digital's Proposed Solution

> **CONCEPTUAL ARCHITECTURE**
>
> This is a proposed design. It does not describe a deployed service, contract, or integration.

The proposed ecosystem has five working ideas. Social networking gives people a place to publish and gather. Digital identity separates an account, a profile, and an optional wallet address. Wallet connectivity makes payment and ownership explicit. Creator monetization adds prices, subscriptions, and tips. Blockchain-based ownership is reserved for the records that benefit from a public transaction.

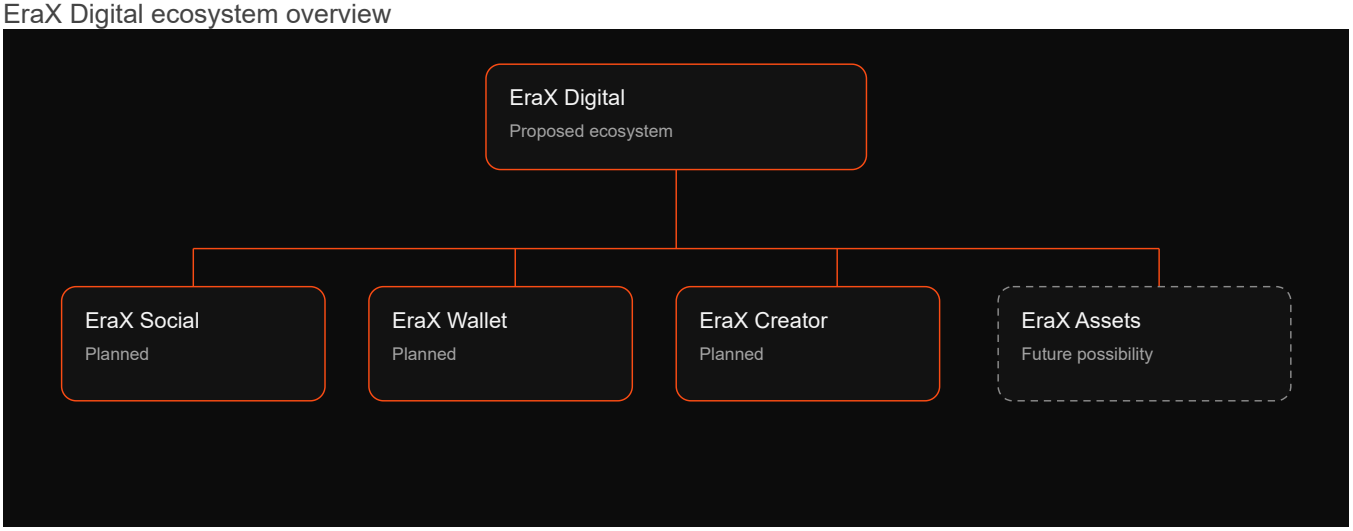
These parts are intended to feel like one journey. A person can join, post, and talk without a chain write. The same person can connect a wallet when they decide to pay or to show an address. The documentation for each product states the same boundary.

A single journey, stated as steps

- The person creates an account and a profile. This step is off-chain and does not require a wallet.
- The person publishes and responds inside EraX Social. Likes, comments, and messages are social actions, not transfers.
- The person connects a wallet only to show an address or to approve a payment. Connection is not permission to move funds.
- A paid post, subscription, or tip is reviewed in EraX Creator, then signed in the wallet, with Base as the intended network.
- EraX Assets is not on this path. Issuance and tokenization remain future exploration.

Nothing in that sequence is available as a public service. The sequence is the product definition later phases are meant to implement.

EraX Digital ecosystem overview



Conceptual diagram. This is not a map of deployed infrastructure.

5. Ecosystem Architecture

> **CONCEPTUAL ARCHITECTURE**
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High-level platform architecture



Conceptual diagram. This is not a map of deployed infrastructure.

User experience layer

Screens for reading, posting, connecting, and paying. This layer explains actions. It does not hold keys.

Social application layer

Feeds, communities, messaging, and publishing rules.

Identity and authentication layer

Accounts, sessions, and permissions. A future wallet sign-in would live here and would still be distinct from a payment signature.

Wallet integration layer

Requests to an external wallet, display of an address, and handoff of a transaction for approval.

Backend and data layer

Off-chain storage for profiles, posts, messages, and settings. This layer is not deployed in the website repository.

Smart contract layer

Future programs for selected payments and ownership events. No contract is deployed.

Blockchain network layer

Base for frequent transactions and Ethereum Mainnet for settlement and ownership cases that justify Layer 1 cost.

How the layers are allowed to call each other

The experience layer may ask the social layer for a feed and the wallet layer for an approval. It must not hold keys, and it must not invent a transaction the user did not review. The social layer may store posts and messages. It must not treat a like as a payment. The identity layer may open a session. A session is not a signature that moves value. The wallet layer may request an account and a signature from software the user already controls. A future contract may record a payment the wallet has signed. It should not be the database for private messages or media files.

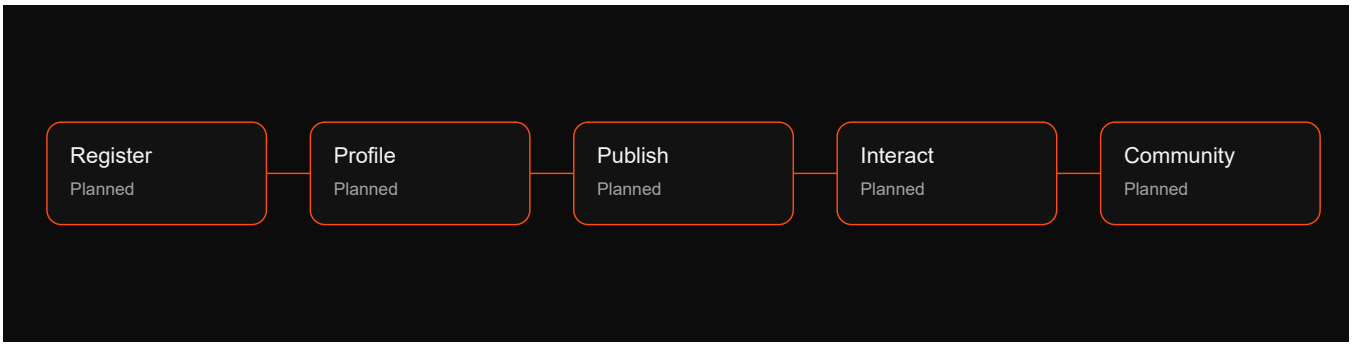
The backend and data layer is the part a conventional application would run: accounts, posts, permissions, and files. This website repository does not contain that service. Naming the layer is not evidence that it is online.

6. Product Architecture

EraX Social

A planned SocialFi platform for user profiles, social feeds, content publishing, communities, messaging, and wallet-connected experiences.

SocialFi user interaction flow

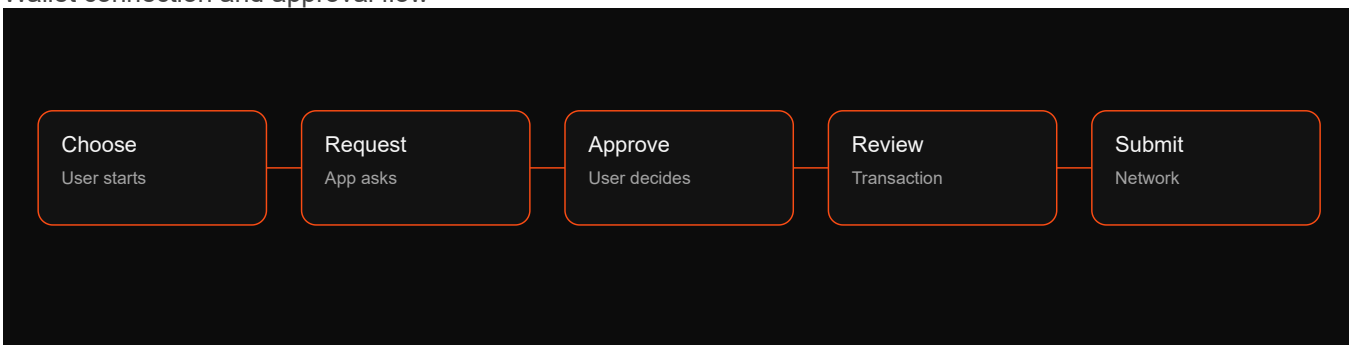


Conceptual diagram. This is not a map of deployed infrastructure.

EraX Wallet

A planned wallet experience for Ethereum and Base connectivity, digital asset visibility, and transaction authorization. The company does not claim a custodial or a non-custodial service until the implementation exists and is documented.

Wallet connection and approval flow

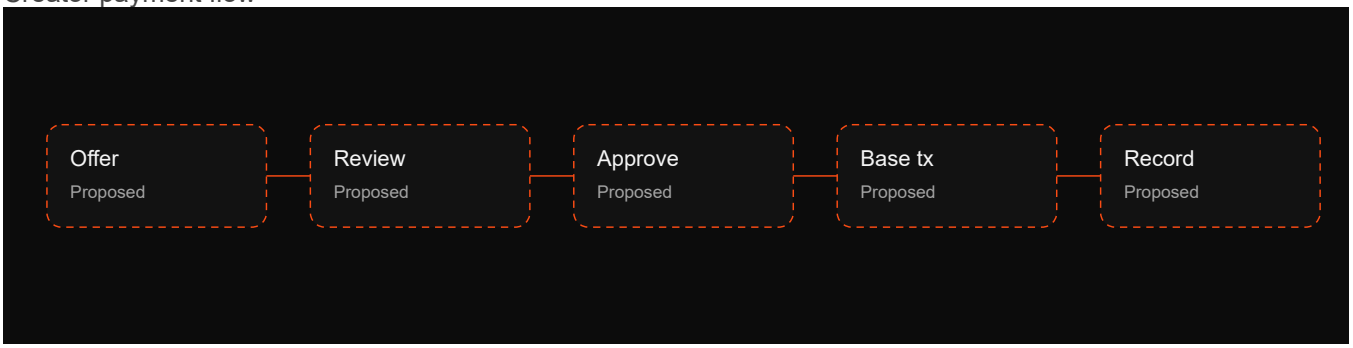


Conceptual diagram. This is not a map of deployed infrastructure.

EraX Creator

A planned creator platform for profiles, content management, subscriptions, paid content, tipping, and creator payments.

Creator payment flow



Conceptual diagram. This is not a map of deployed infrastructure.

EraX Assets

A potential future product focused on digital asset issuance and tokenization. It is not currently operational. It is not an investment product and it is not part of the current build sequence as a shipped service.

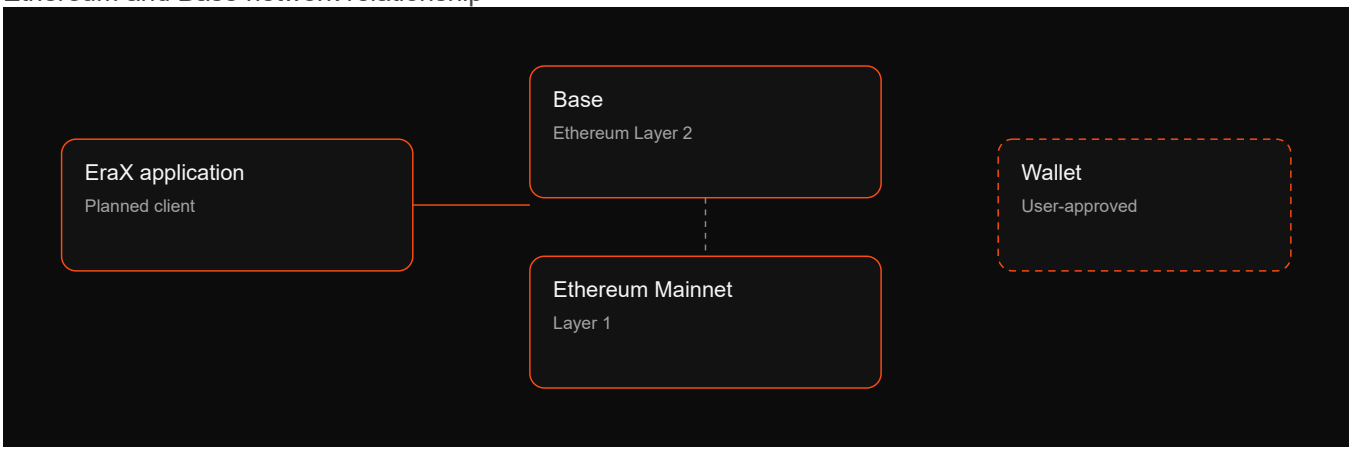
Boundaries between the products

EraX Social owns the conversation: who posted, who replied, and which community the post belongs to. EraX Wallet owns the approval: which address, which network, and which payload the user agreed to sign. EraX Creator owns the commercial term: the price, the period, and whether access was granted. A screen may show all three, but the responsibilities stay separate so that a social click cannot hide a payment.

Four wallet words are easy to collapse, and this document does not collapse them. A connected external wallet is software the user already controls; the application requests a connection. A wallet interface is the set of screens that explain and display that request. A custodial wallet is a service that holds keys for the user. A non-custodial wallet is one where the user holds the keys. EraX Digital does not claim to operate either custody model. The planned work is an interface to a wallet the user brings, and even that interface is not shipped.

7. Blockchain Strategy

Ethereum and Base network relationship



Conceptual diagram. This is not a map of deployed infrastructure.

Ethereum Mainnet

Ethereum is the planned primary network. It is the Layer 1 reference for ownership, important contract operations, and settlement where the cost is acceptable. EraX Digital does not run Ethereum validators and does not publish a client diversity or staking operation.

Base

Base is the planned Layer 2 for consumer transactions, creator payments, and subscriptions. Users would still approve transactions in a wallet and pay gas. Calling Base a Layer 2 is deliberate: it is

not a new base chain owned by the company.

Layer 1, Layer 2, and fees

A Layer 1 transaction is executed and settled on Ethereum Mainnet. A Layer 2 transaction is executed in Base's environment and relies on Ethereum for its security relationship. Users still sign, and they still pay gas. Gas is the network fee, priced by demand on that network. It is not a subscription invented by EraX Digital. Placing everyday creator payments on Base is a cost and latency choice. It does not create a company chain, and it does not make Base a Layer 1.

Wallet connectivity and contract calls

An application prepares a transaction. The wallet displays it. The user signs or refuses. Only a signed transaction can be broadcast. A contract call, once a contract exists, is still just a transaction with data: the contract address, the function, and the arguments. No EraX contract address is published because no project contract is deployed from this repository. Examples in the developer documentation are labeled as sketches and must not be treated as source releases.

What an integration must explain

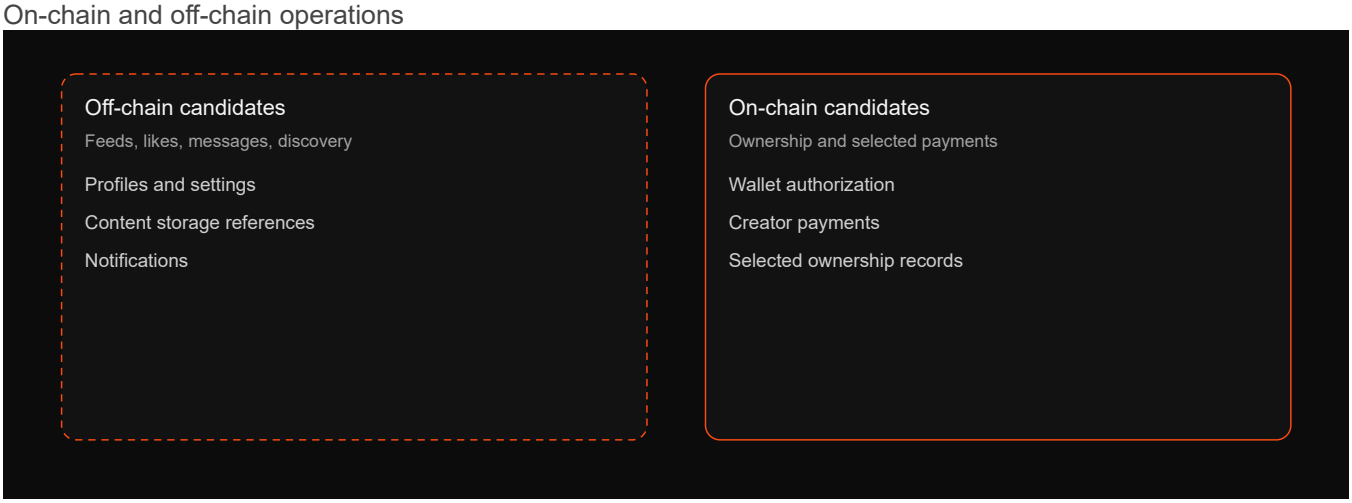
- Which chain a transaction uses.
- Who pays gas.
- What a contract call does, once a contract exists.
- How a user would move value between Base and Ethereum, using existing network bridges rather than an unannounced EraX bridge.
- That no RPC provider has been selected in this repository.

Interoperability, for the current strategy, means Ethereum and Base only. Moving value between them is a bridge operation provided by the networks' own infrastructure. EraX Digital does not offer a bridge, a wrapped asset, or a third network.

8. On-Chain and Off-Chain Architecture

> **CONCEPTUAL ARCHITECTURE**
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On-chain and off-chain operations



Conceptual diagram. This is not a map of deployed infrastructure.

Off-chain candidates are social feeds, likes, comments, messaging, discovery, and interface preferences. They benefit from low cost, ordinary access control, and the ability to remove abusive content.

On-chain candidates are wallet authorization, selected payments, creator subscriptions, and ownership records that should have a public history. They cost gas, they are public, and they are difficult to reverse.

Trade-off	Off-chain	On-chain
Scalability	Application capacity	Network throughput and fees
User experience	Instant for local reads	Waiting for inclusion
Transparency	Depends on the operator	Public verification
Privacy	Can be restricted	Public by default

This split is a proposal. It should be revised if the implementation chooses a different boundary.

Why social activity stays off-chain

A feed is read far more often than it is written, and a comment is not a transfer of value. Putting those writes on a public chain would charge a fee, publish the content to anyone who reads the chain, and make ordinary moderation much harder. Off-chain storage can be access-controlled, cached, and removed when a post breaks a rule. The operator of that storage is a point of trust. The document does not pretend otherwise.

Why selected payments go on-chain

A payment, a subscription receipt, or an ownership record is more useful if the user can see that a wallet authorized it and that the network included it. That history is public and difficult to reverse. The application can show a friendlier status, but the chain remains the record of the transfer.

Media files and message bodies do not need that property, so they stay off the chain even when a payment unlocks them.

9. Creator Economy Model

A creator participates by publishing work and, optionally, setting a price. Viewers can read free work, pay for an item, subscribe, or tip. Community discussion stays in the social product. The commercial term is visible before anyone pays.

- Paid access unlocks a specific item.
- A subscription is recurring access for a stated period.
- A tip is voluntary and separate from a like.
- Settlement is intended on Base.
- No native EraX token is required for this model, and none is announced.
- Income is not guaranteed.

Participation and content

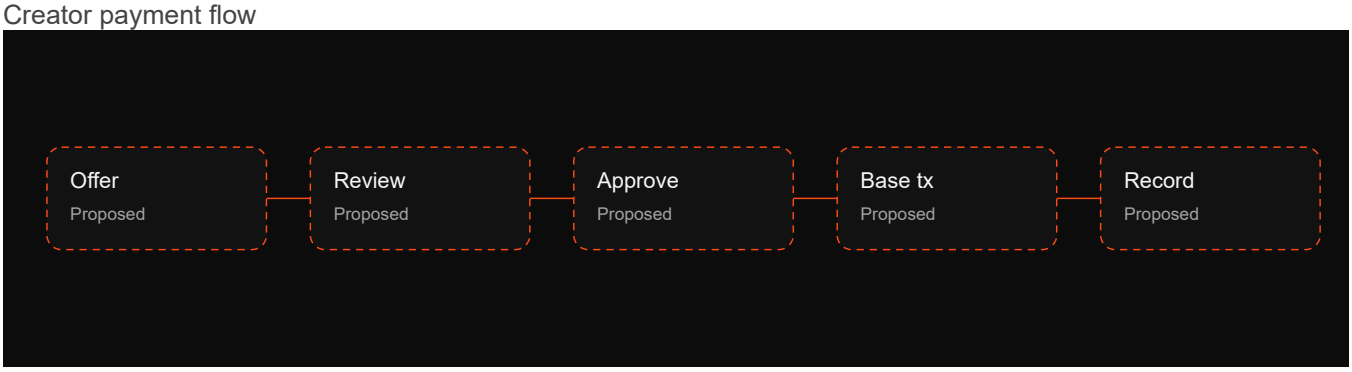
A creator is an account with a public profile and a body of work. Free posts can circulate in EraX Social like any other post. A paid post carries a visible price and an access rule. The file or text that is being sold should be stored off-chain. What may later be recorded on Base is the payment, not the file.

Subscriptions, tips, and community

A subscription is access for a stated period in exchange for a recurring payment. Renewal, cancellation, and a failed payment have to be defined before anyone is charged. They are not defined as a billing system today. A tip is a one-off payment and must not be implied by a like. Community discussion — replies, membership, conversation — stays a social function. Payment-gated communities, if they are offered later, have to show the price before a person joins.

Creator payments are intended to settle on Base because they are smaller and more frequent than the ownership events reserved for Ethereum Mainnet. No asset is accepted today. No creator is onboarded through this website. Nothing in this model requires a native EraX token, a staking rate, or a revenue share, and none of those is announced.

Creator payment flow



Conceptual diagram. This is not a map of deployed infrastructure.

10. Security Architecture

Security work that is real today is the decision to avoid false claims. The website repository has no authentication service, no key store, and no contract to audit.

Planned measures, not verified controls

- Smart-contract review before any deployment.
- Wallet prompts that show network, destination, and value.
- Separation between session authentication and transaction authorization.
- Server-side checks on a future API, with no public API today.
- Validation that a submitted transaction matches what the user was shown.
- Least-privilege access to personal data.
- Monitoring and an incident process once a service exists.
- Threat modeling for phishing, malicious approvals, and dependency failure.

No audit firm, certificate, or penetration-test report is cited because none is published here.

What each measure is for

Contract review matters only after code exists. Until then, the control is to refuse unpublished addresses and to keep examples out of any client configuration. Wallet prompts matter because the signature is the moment value can move. The application should show the network, the destination, and the amount, and the wallet prompt remains the source of truth for what will be signed. A seed phrase is never collected by an EraX web form in this design.

Authentication opens a session for off-chain data. Authorization of a transaction is a separate signature. Mixing them would let a sign-in become a payment. A future API would check entitlements on the server. There is no public API to call. Transaction validation means the broadcast payload matches the payload the user was shown. Data protection means collecting less personal data and limiting who can read it. Monitoring, incident response, and threat modeling are operating practices for a service that does not yet exist. They are listed so the later build has a scope, not so they can be cited as current controls.

11. Privacy and Data Management

A future service would handle account data, profile content, social posts, and optionally a wallet address. Blockchain data is public once a transaction is submitted. The design goal is to keep private correspondence and personal data off-chain and to collect less rather than more.

Categories of data

Account data is what a future service needs to recognize a person and recover access. Profile and social content is what the person chooses to show. Direct messages are private correspondence and are a poor fit for a public chain. A wallet address is already public on Ethereum and Base once it has activity. Linking that address to a profile is an additional choice and should be visible to the person who makes it.

Data minimization means not collecting a field because it might be useful later. Access control means unpaid content and private messages are not world-readable. Retention has to be stated when a service actually stores data. This paper does not invent a retention schedule. Public blockchain data cannot be deleted by an application after it is confirmed. That limit should be said in the product, not only in a policy.

The design does not promise anonymity, complete privacy, or the ability to hide a transaction that has already been included. Legal pages on the website state the current limits of published policy. This section does not replace them and does not claim a certification.

12. Scalability and Performance

> **CONCEPTUAL ARCHITECTURE**
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The proposed performance strategy is mostly a consequence of the on-chain boundary. Frequent social reads stay off-chain. Payments that need a chain use Base rather than forcing every action onto Ethereum Mainnet.

- Layer 2 execution for suitable transactions.
- Off-chain social data.
- Caching of public reads.
- Asynchronous jobs for notifications and indexing.
- A conventional database for product data, once a backend exists.
- Event-driven updates from chain logs, once contracts exist.
- An indexer or equivalent, not yet chosen.
- Measurement before any capacity claim.

None of these components are deployed from this site. They are architecture considerations.

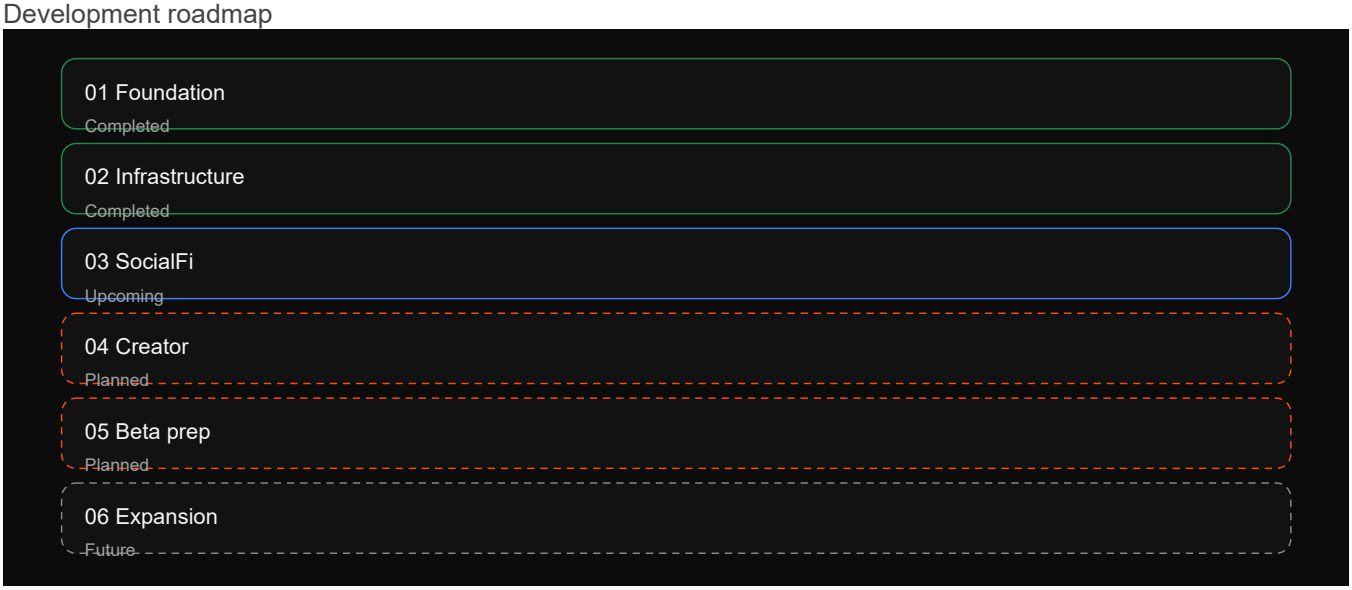
What each consideration is trying to avoid

Layer 2 execution is how suitable payments avoid the cost of a Layer 1 write. Off-chain social data is how the feed avoids that cost entirely. Caching is how repeated reads of public posts avoid hitting the primary store. Asynchronous jobs are how notifications and indexing happen after the user has already seen a response. A conventional database is the expected store for product data once a backend exists. Event-driven updates are how a confirmed payment would eventually change an entitlement. An indexer is how the application would read chain history without scanning it from the client. None of these has been selected or deployed here.

Performance numbers are not published because there is no service to measure. A later beta should measure latency, failed transactions, and feed load before anyone describes the system as scalable.

13. Development Roadmap

Development roadmap



Conceptual diagram. This is not a map of deployed infrastructure.

Phase	Name	Status	Objective
01	Strategic Foundation	Completed	Vision, positioning, requirements, and the Ethereum and Base direction.
02	Core Infrastructure	Completed	Foundational architecture for identity, data, wallet connectivity, and access control. Not a public launch.
03	SocialFi Platform	Upcoming	The core social product.
04	Creator Economy	Planned	Paid content, subscriptions, tips, and Base payment design.
05	Security, Testing & Beta Launch	Planned	Testing, assessment, and preparation for a possible closed beta. Not a public beta announcement.
06	Ecosystem Growth & Expansion	Future development	Later tools, possible rewards, interoperability, and tokenization research.

What each phase is for

Phase 01, Strategic Foundation, is completed. It covered the company's product vision, independent positioning, technical direction, and initial ecosystem strategy: requirements, an initial SocialFi architecture, the Ethereum and Base strategy, and security and scalability principles.

Phase 02, Core Infrastructure, is completed as a foundational milestone. It covered the technical architecture direction: a backend and infrastructure approach, an identity and account model, wallet-connectivity architecture, a database and API approach, and access-control design. Completing that phase does not mean those systems are publicly operating. This repository is the public website, not that infrastructure.

Phase 03, SocialFi Platform, is upcoming. The intended deliverable is the core social product: registration, profiles, feeds, publishing, likes and comments, communities, messaging, and wallet-connected experiences.

Phase 04, Creator Economy, is planned. The intended deliverable is creator profiles, paid content, subscriptions, tips, Base contract integration, and payment infrastructure. Integration work is not present in this repository.

Phase 05, Security, Testing and Beta Launch, is planned. It is the place for contract tests, security assessment, performance work, monitoring, and preparation for a possible closed beta. It is not an announcement that a public beta has a date.

Phase 06, Ecosystem Growth and Expansion, is future development. It names possible later work and does not schedule it.

No completion dates or launch dates are set. EraX Digital has not announced a token launch or token sale.

14. Risks and Considerations

- Smart-contract vulnerabilities, if and when contracts are deployed.
- Ethereum and Base network conditions, including congestion and fee spikes.
- Wallet phishing and malicious signature requests.
- Regulatory uncertainty for payments, digital assets, and consumer platforms.
- Privacy loss from public addresses and from linking them to profiles.
- Scalability limits if too much social activity is placed on-chain.
- Adoption risk if wallet prompts are required too early.
- Dependence on RPC providers, indexers, wallets, and the Base and Ethereum networks, none of which EraX Digital controls.

These risks are reasons to keep the scope honest. They are not a complete risk register.

Contract risk appears only when code is deployed. The current mitigation is not to point any interface at an address this document did not publish. Network risk is congestion, reorg behavior within the rules of Ethereum and Base, and fee spikes. The user pays those fees. Wallet risk is mostly phishing: a site that imitates the interface and a signature that does more than the person thinks. The wallet prompt has to be readable, and a seed phrase has to stay out of the website.

Regulatory risk is real for payments and digital assets and is not solved by a product diagram. Privacy risk grows when a public address is linked to a name. Scalability risk returns if social writes are moved on-chain to look more decentralized. Adoption risk returns if a wallet is required before a person can read. Third-party risk covers RPC providers, indexers, wallet vendors, and the networks themselves. EraX Digital does not operate those dependencies and has not selected the providers.

15. Future Development

> **FUTURE DEVELOPMENT**
>
> This item is a possible later direction. It is not a committed release.

Phase 06 collects ideas that are not in the current build: advanced creator and community tools, further wallet features, rewards or staking, cross-chain interoperability, digital-asset tokenization, and integrations. Publishing the list is not a release commitment. Rewards, if ever considered, would need their own explanation and would not be described as a yield.

- Advanced creator tools would extend content management after the basic paid, subscription, and tip model exists.
- Additional wallet capabilities might include clearer portfolio views or more networks. No additional network is named.
- Rewards or staking are not a live program, have no published rate, and are not part of the creator payment model.
- Cross-chain interoperability beyond Ethereum and Base is not designed.
- Digital-asset tokenization is the subject of EraX Assets and remains future exploration.
- Ecosystem integrations with other products are not partnerships. None are announced.

16. Conclusion

EraX Digital is proposing a connected SocialFi ecosystem: familiar social software, explicit wallet approval, creator payments, and a narrow use of Ethereum and Base. The website states what is planned and what is only a future possibility. The useful next proof is implementation, not a broader claim.

Connect. Create. Own. remains the short form of that proposal.

17. Disclaimer

This whitepaper is provided for informational purposes only. It describes the current vision, proposed architecture, and intended development direction of EraX Digital. Certain features and technical components remain under development or are planned for future consideration. This document does not constitute an offer to sell securities, tokens, or other financial instruments, nor does it guarantee future functionality, performance, financial returns, or product availability. Technical specifications and development priorities may evolve.

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