DigiDollar on ARCADE

Mint, hold, send, receive and redeem DigiByte's dollar from your own arcade wallet

A guide to the DigiDollar node module (0.4.x) and the Lite wallet's DigiDollar support, 6 November 2026, as in the arcade's main code. Everything here runs on DigiByte's test chain today. Test coins and test dollars have no value.

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1 · What DigiDollar is

DigiDollar is DigiByte's dollar-pegged coin. You lock DGB in a **vault** as collateral and mint DigiDollars against it; later you **redeem**: you give the DigiDollars back and the vault's DGB comes back to you. Your DigiDollars are themselves coins (UTXOs) on the chain. In between, the DigiDollars are yours to hold or send to anyone.

> **Your keys, your wallet.** The arcade's DigiDollar module prepares each transaction; your own wallet reads it from its bytes, shows you exactly what it pays, and signs only when you say yes. The module never holds your keys and cannot spend for you.

On ARCADE, DigiDollar is the first **node module**: a package the operator installs and switches on. It appears as a **DigiDollar** tab in the Lite window, and its commands work in the console too.

2 · What you need

- An account on an arcade that has the DigiDollar module switched on, and runs (or borrows) DigiByte's test chain.
- Your wallet opened in the arcade's window once: a DigiDollar names your wallet's key as its owner.
- Test DGB: a $100 mint at the shortest lock ties up about 334,000 test DGB at today's price.

3 · Getting test DGB

Test DGB comes from mining DigiByte's test chain. An arcade with the Mining module can mine it to its operator's address and share it out. Newly mined coins (UTXOs) can be spent only after **100 more blocks**; a send that tries to use one too soon is refused, so wait or leave the newest coins out.

4 · Gather

Mined test DGB arrives as many small coins (UTXOs: each unspent output of a transaction is one coin). A mint needs the collateral in a few large ones, so **Gather** combines about 50 small coins (UTXOs) into one at a time. Press it again until the DigiDollar tab says you have enough; it offers Gather again while coins are left. Gathering costs only a small network fee and keeps every coin (UTXO) yours.

> **Inscription aware.** Gather never sweeps up a coin (UTXO) that carries an inscription. On a chain with an ord index (DigiByte mainnet among them), the arcade leaves inscribed coins out of what the module can see, along with any small coin it can't read yet, and refuses any transaction that would spend one, exactly as an ordinary send never does. The same holds for Mint, Send and Redeem, so your inscriptions stay where they are.

5 · Mint

1. Open the **DigiDollar** tab and choose **Mint**.
2. Type the dollars (from $100) and choose a **lock**.
3. Your wallet shows the vault, the DigiDollars coming to you and the fee. Press **OK** to sign.

Lock	Collateral for $100 (test, today)	Redeem
1 hour (tier 0)	about 334,000 DGB (≈1000%)	after about an hour
30 days (tier 1)	about 167,000 DGB (≈500%)	after 30 days
longer, up to 10 years	less, down to about 65,000 DGB	only when the lock ends

Collateral follows DigiByte's price from the chain's own oracle, so the figures move. The form shows the exact amount before you sign.

6 · My vaults and redeem

- **My vaults** lists each vault: its dollars, its DGB, and the block its lock ends at.
- Once a vault's lock has ended, press **Redeem** and **OK** in your wallet. Every DGB in the vault comes back to you.
- A redeem gives back the vault's DigiDollars: to redeem a $100 vault you must hold $100. If you sent some away, get it back first.

> **Tested end to end.** On a test node, a $100 mint at the one-hour lock was held, then redeemed when the lock ended: all 334,326.38 test DGB came back, exactly what the vault held.

7 · Receive and send

Every account has a **DigiDollar address**: TD… on the test chain, DD… on mainnet. It comes from the same wallet key as your DigiByte address, so nothing new needs backing up.

- **From the DigiDollar tab:** Receive shows your address; Send takes a DigiDollar address and an amount.
- **From the wallet itself:** a **DigiDollar** wallet beside DigiByte in Send, Receive and Balances. Send pays an **@name** or a TD… address in dollars; the review shows the name, its address, the dollars, the network fee and any dollars coming back to you.

- **Paying an @name:** the arcade reads the person's key from the transaction that claimed their name, and uses it only if that key really is the name's. So nobody else's key can redirect your payment. On mainnet, pay a DD… address as typed.
- **Sending to yourself** is a free trial run: only the small DGB fee is spent and the dollars come back.

8 · Fees and limits

Network fee	Paid in DGB from your DigiByte wallet, about 0.15 DGB a send; the module refuses any fee over 0.5 DGB
Arcade fee	None on DigiDollar sends
What the payee gets	Exactly the dollars you typed
Change	Dollars left over come back to you in the same transaction
Smallest output	$1: a send may not leave less than $1 as change
Largest send	$100,000

9 · Mainnet

On main DigiByte the module shows DigiDollar's price, supply and health, and what a mint would lock, to anyone. Minting and sending real DigiDollars stay **off** until the arcade's operator deliberately switches them on (`ddmainnet on`, with a confirmation). Your mainnet DigiDollar address works like the test one, starting DD…; an @name is not resolved on mainnet yet.

10 · When something goes wrong

You see	What it means
"open your wallet"	Your DigiDollars are read with your wallet's key: unlock it once in the window (Send asks for the password).
"… is busy; try again in a moment"	The module answers one request at a time; the wallet now queues its own, so this should be rare.
A premature-spend refusal	A newly mined coin (UTXO) was included before its 100 blocks: wait, or Gather older coins (UTXOs).
"you hold $… and this sends $…"	Not enough DigiDollars for that send.
"… key is not on the chain yet"	That @name has never signed a transaction the arcade can read: ask them for their TD… address.
Redeem refused	The lock hasn't ended, or you no longer hold the vault's dollars.

Appendix · Commands

In Window → Console, or by API key (`POST /api/v1/run`). Each takes `main` or `test` (test is the default).

`ddstats`	Price, supply and how well DigiDollar is backed
`ddcollateral <dollars> [tier]`	What a mint would lock
`ddgather`	Combine small DGB coins (UTXOs) for a mint
`ddmint <dollars> [tier]`	Mint; your wallet shows it and signs
`ddvaults`	Your vaults and when each unlocks
`ddredeem <vault>`	Redeem an unlocked vault
`ddreceive`	Your DigiDollar address and what you hold
`ddsend <address> <dollars>`	Send DigiDollars
`ddmainnet` (operator)	Whether mainnet mints and sends are on; switching them