

Offline Transaction Signer App and Mobile App Scanner Combination

Goal: To provide an air-gapped wallet/transaction solution for NEM users that is easy to use and accessible to anyone with an old android/iOS device that is not currently being used. (no additional hardware need be bought)

Part 1: Transaction Announcer App

This can either be implemented on Android/iOS device. We recommend the device be an older device that is wiped with a new OS, app installed and then after installation the phone placed in airplane mode for the life of the device.

The Transaction Announcer will be an app that has the ability to make a wallet and export that wallet via QR. It can also scan wallets with the camera and import them. Must use the same format for QRs as the NanoWallet where the private key is encrypted with a password. Can also scan addresses/contacts and import them or export them via QR matching the NanoWallet format that is also compatible with the existing iOS and Android and NEMpay apps. Furthermore, it will also be able to scan invoices in the same manner as the iOS and Android apps use.

Once the Transaction Announcer has scanned the invoice, it will prepare the transaction and produce a QR for the Mobile App Scanner. Likewise, a person can prepare a transaction manually by entering an address, amount, and message manually and that will be prepared in QR form for the Mobile App Scanner.

The Transaction Announcer is on Android or iOS, so it must be available on the Apple App Store or the Google Play Store.

Part 2: Mobile App Scanner

This will be an Android and iOS device that is a person's main device and has data access. It will prepare (or pass on QRs created from other apps) address and invoices to share with the Transaction Announcer App. It can also scan QRs of prepared transactions and announce those to the network.

The Mobile App Scanner must be available on the Apple App Store or the Google Play Store.

The Mobile App Scanner can be a stand-alone app, or an add on to an existing iOS/Android/NEMpay app.