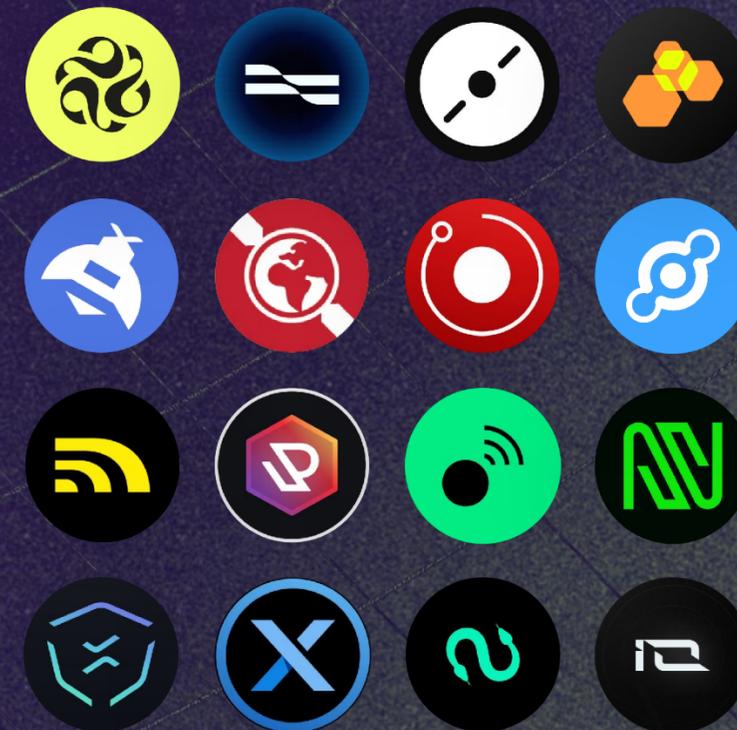


Deep Dive:
**Solana
DePIN**



Solana DePIN protocols' revenue stabilized.

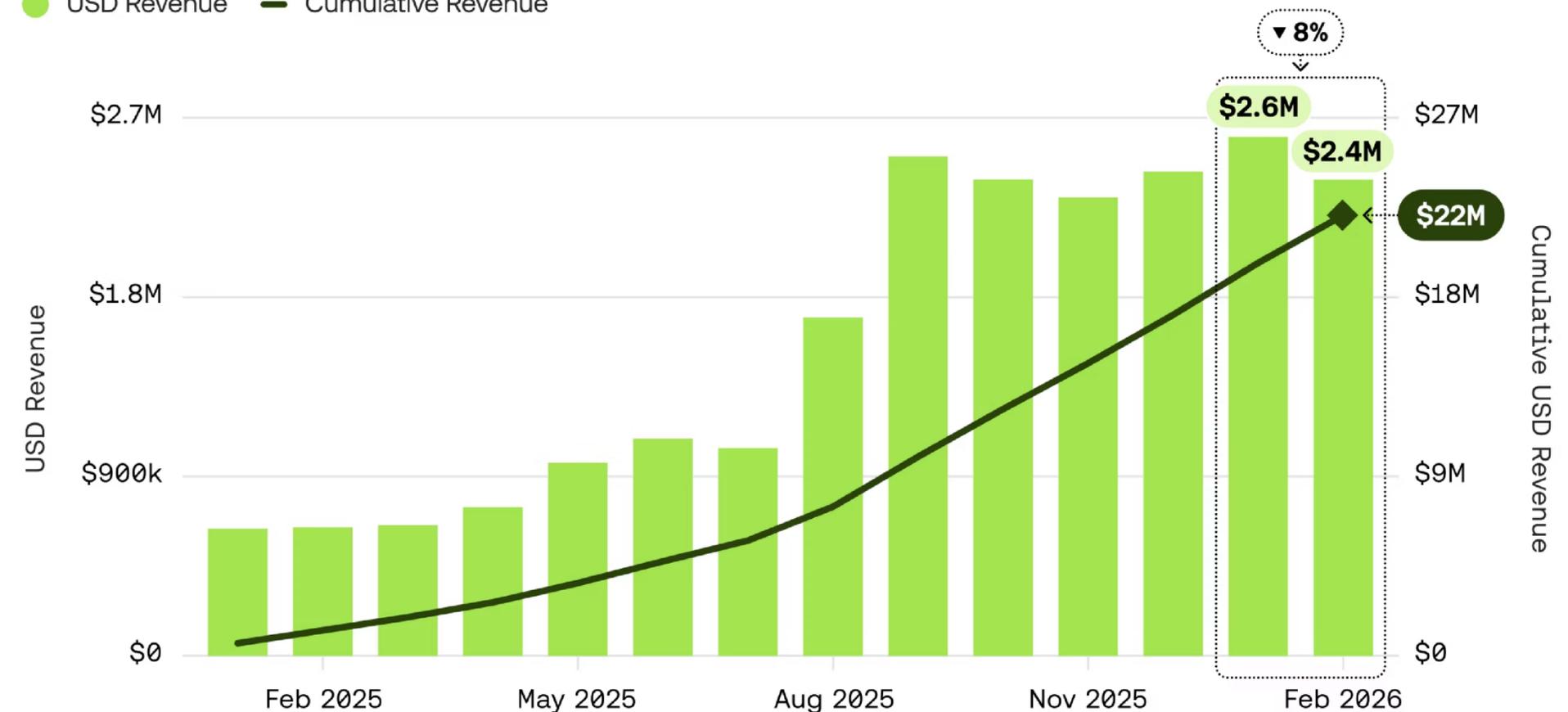
In February 2026, Helium, Render, Hivemapper, UpRock, NATIX, XNET, and Geodnet collectively generated \$2.4M, a slight 8% decrease from January. Cumulative revenue across tracked protocols crossed \$22M since January 2025.

Note: This metric is limited to protocols with verifiable onchain revenues. We track \$GEOD, \$RENDER, \$HONEY, \$UPT, \$XNET and \$NATIX burned for Geodnet, Render, Hivemapper, UpRock, XNET, NATIX and Data Credits burned for Helium to determine revenues.

// [Deep Dive: Overview](#) // [February 2026](#)

Solana DePIN Revenue By Month

● USD Revenue — Cumulative Revenue



Note: This metric is limited to protocols with verifiable onchain revenues. We track \$GEOD, \$RENDER, \$HONEY, \$UPT, \$XNET and \$NATIX burned for Geodnet, Render, Hivemapper, UpRock, XNET, NATIX and Data Credits burned for Helium to determine revenues.

Wireless protocols continued to lead in revenue growth.

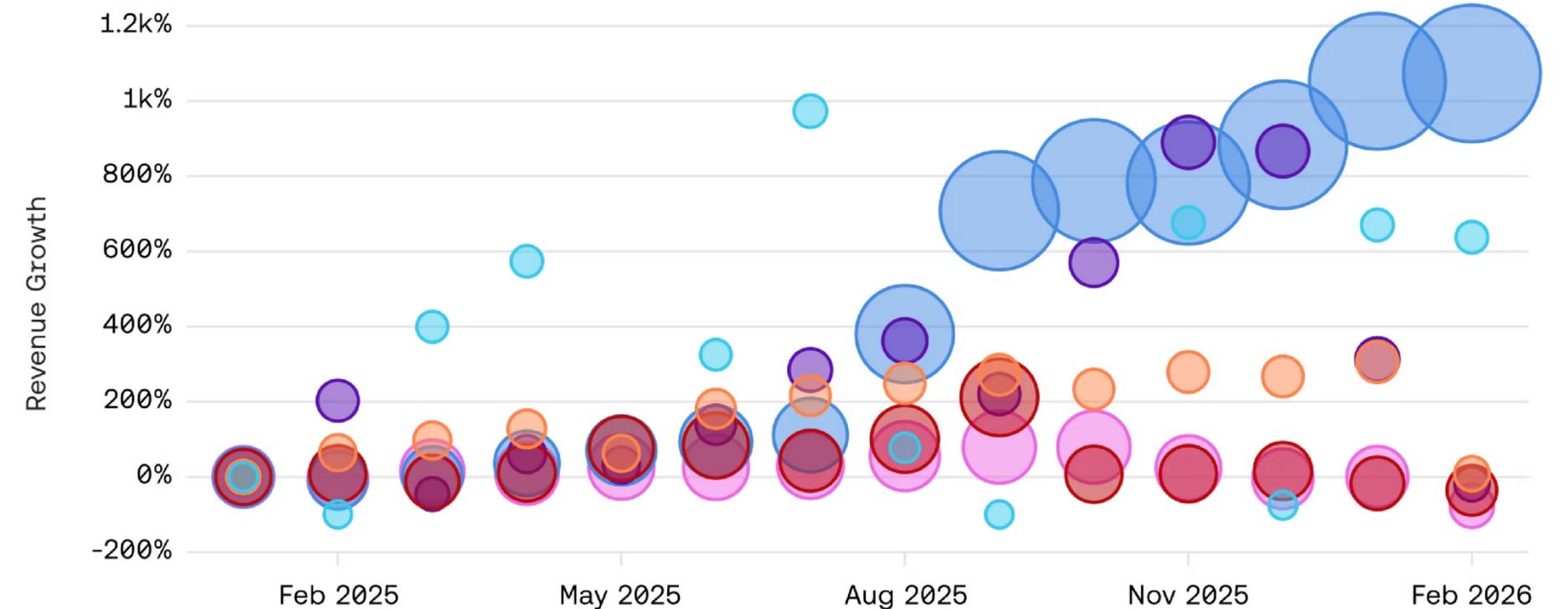
Only Helium and XNET delivered over 100% revenue growth from January 2025, while the rest excluding UpRock saw a decline in revenue.

Note: This metric is limited to protocols with verifiable onchain revenues. We track \$GEOD, \$RENDER, \$HONEY, \$SUPT and \$NATIX burned for Geodnet, Render, Hivemapper, UpRock and Data Credits burned for Helium to determine revenues. Revenue growth over 1.2k% were removed for better scale.

// [Deep Dive: Overview](#) // [February 2026](#)

Solana DePIN Revenue Growth By Month

● Helium ● Geodnet ● Hivemapper ● Render ● UpRock ● XNET



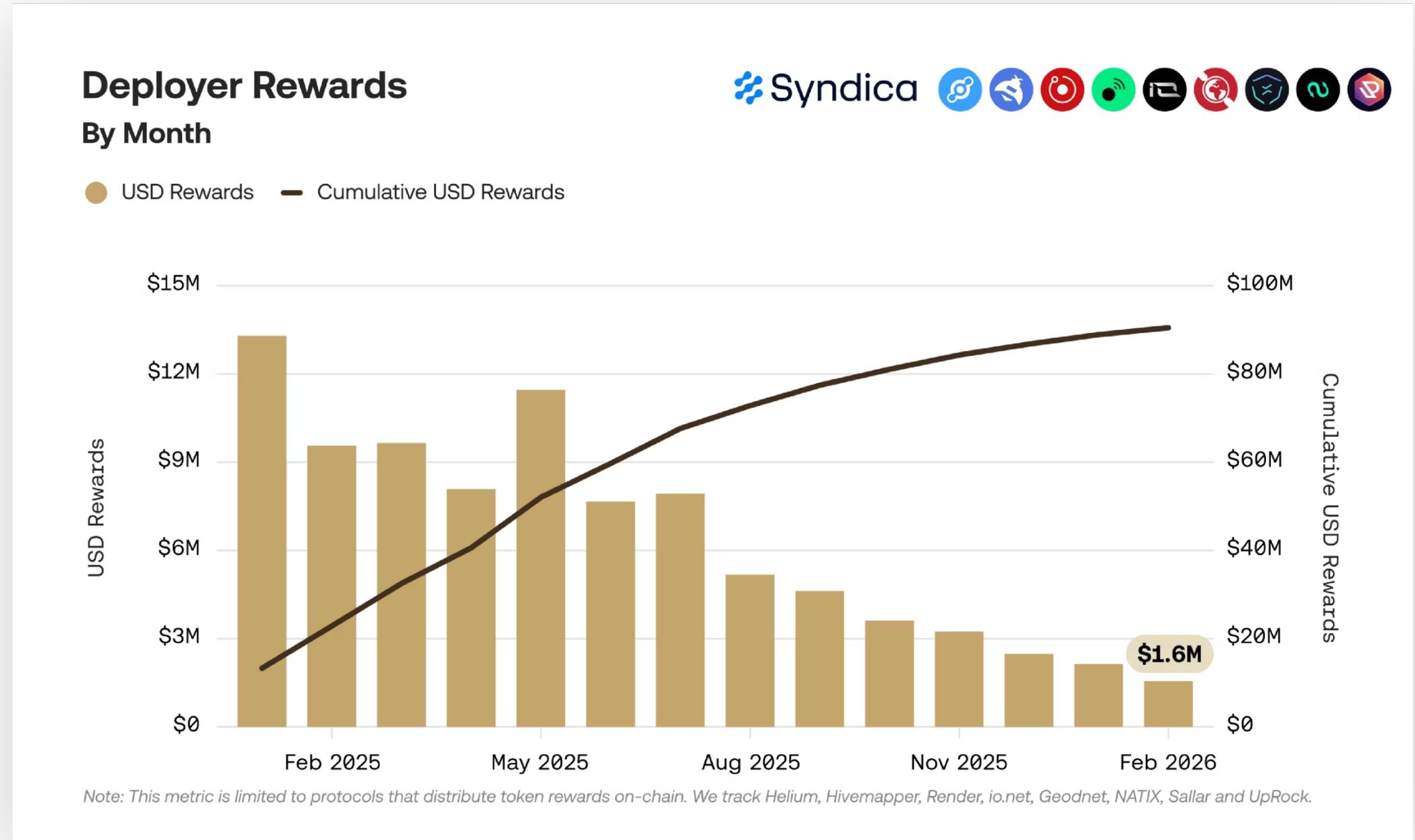
Note: This metric is limited to protocols with verifiable onchain revenues. We track \$GEOD, \$RENDER, \$HONEY, \$SUPT and \$NATIX burned for Geodnet, Render, Hivemapper, UpRock and Data Credits burned for Helium to determine revenues. Revenue growth over 1.2k% were removed for better scale.

Deployer rewards continued to trend down since August.

Collectively, Solana DePIN protocols distributed less than \$2M in rewards for the first time.

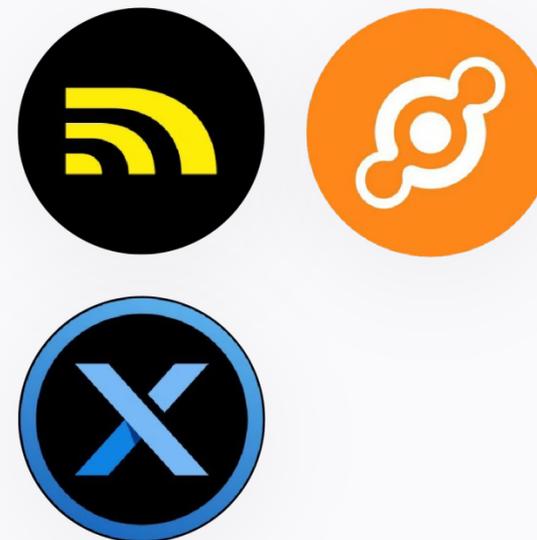
Note: This metric is limited to protocols that distribute token rewards on-chain. We track Helium, Hivemapper, Render, io.net, Geodnet, NATIX, Sallar and UpRock.

[// Deep Dive: Overview](#) // February 2026



Part I

Wireless



Wireless protocols data offloading hit a new ATH.

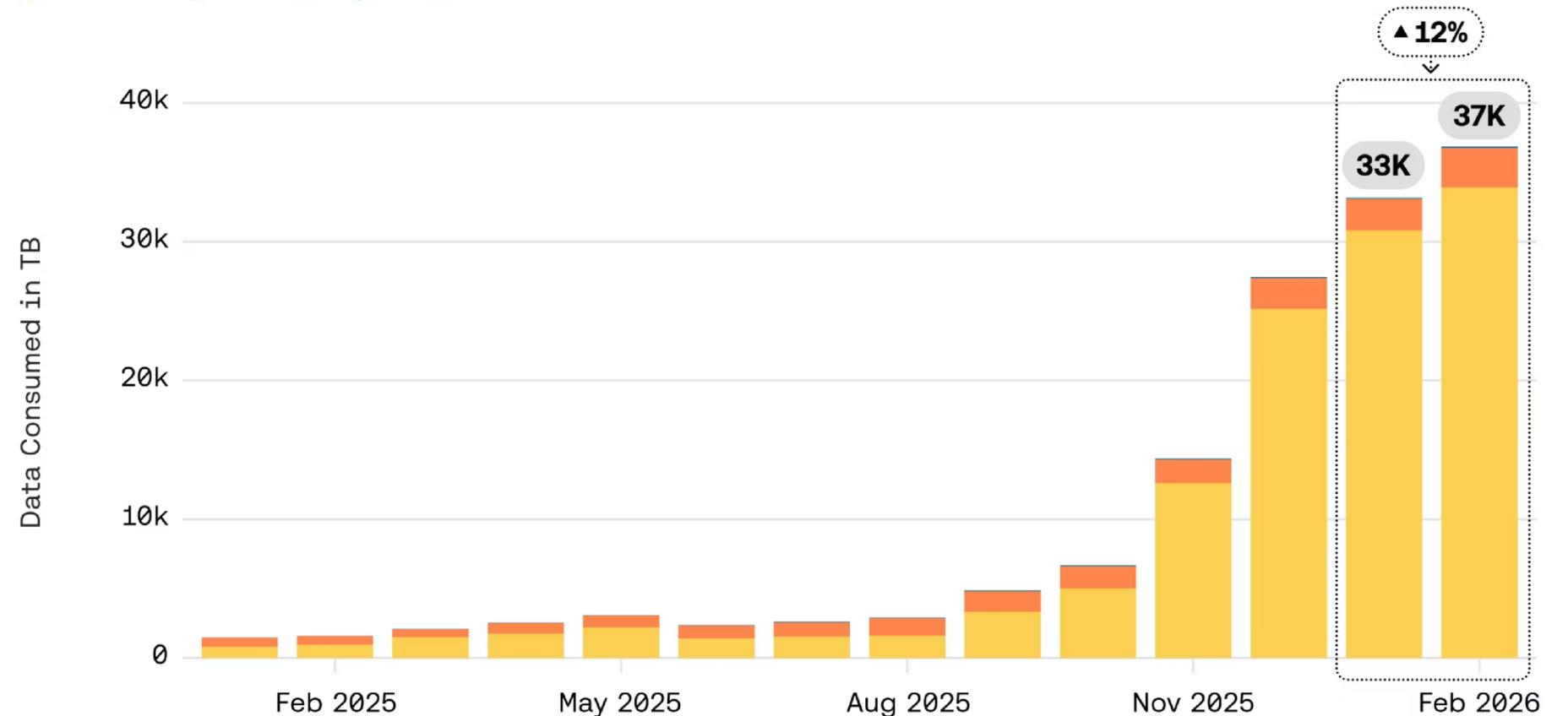
In February 2026, Dabba Network, Helium Mobile, and XNET collectively delivered 37k TB of offloaded data, up 12% from January's prior ATH of 33k TB.

Note: Data has been sourced from Helium's and XNET's explorer and the Dabba team

// Deep Dive: Wireless // February 2026

Data Consumed in TB By Month

● Dabba ● Helium ● XNET



Note: Data has been sourced from Helium's and XNET's explorer and the Dabba team

Helium Mobile new subscribers continued to cool.

Helium Mobile added just 12k new subscribers in February. The protocol was nominated for Best Mobile Network Infrastructure at the GLOMO Awards and reached 656k sign-ups in total, signaling continued market adoption momentum.

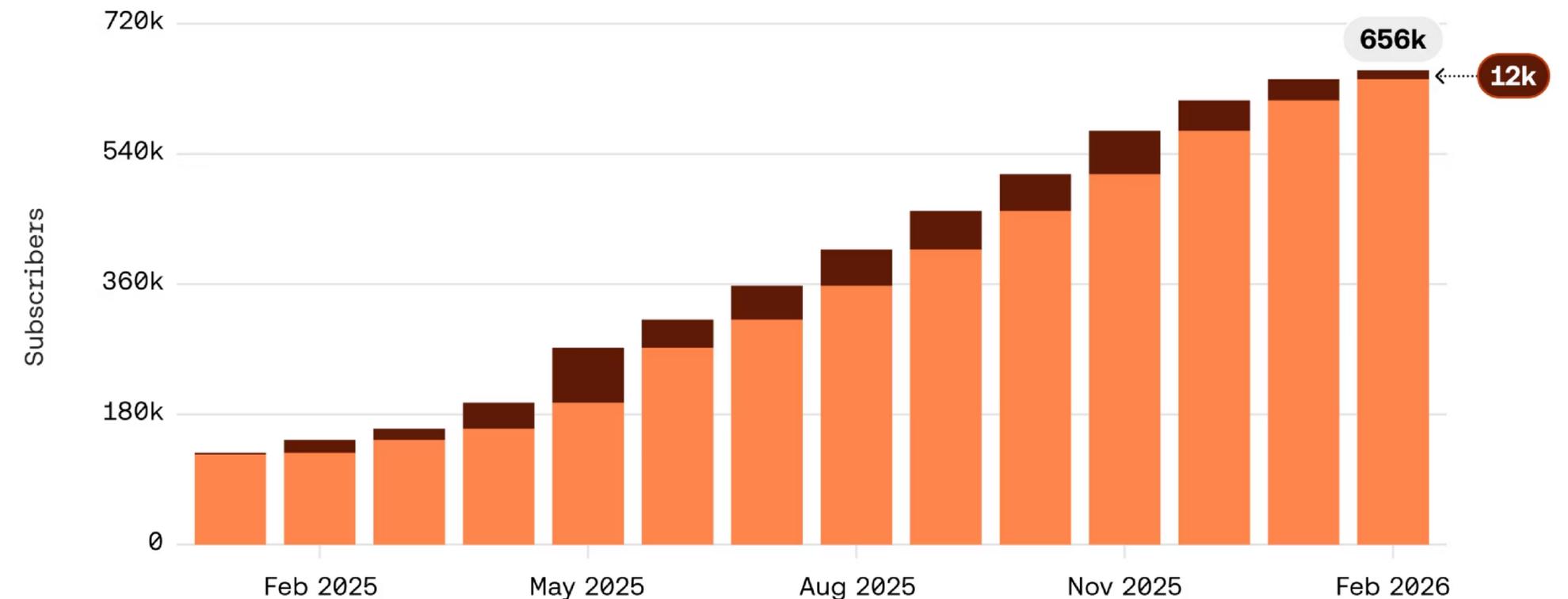
Note: Data has been sourced from Helium's API.

// Deep Dive: Wireless // February 2026

Helium Mobile Subscribers

By Month

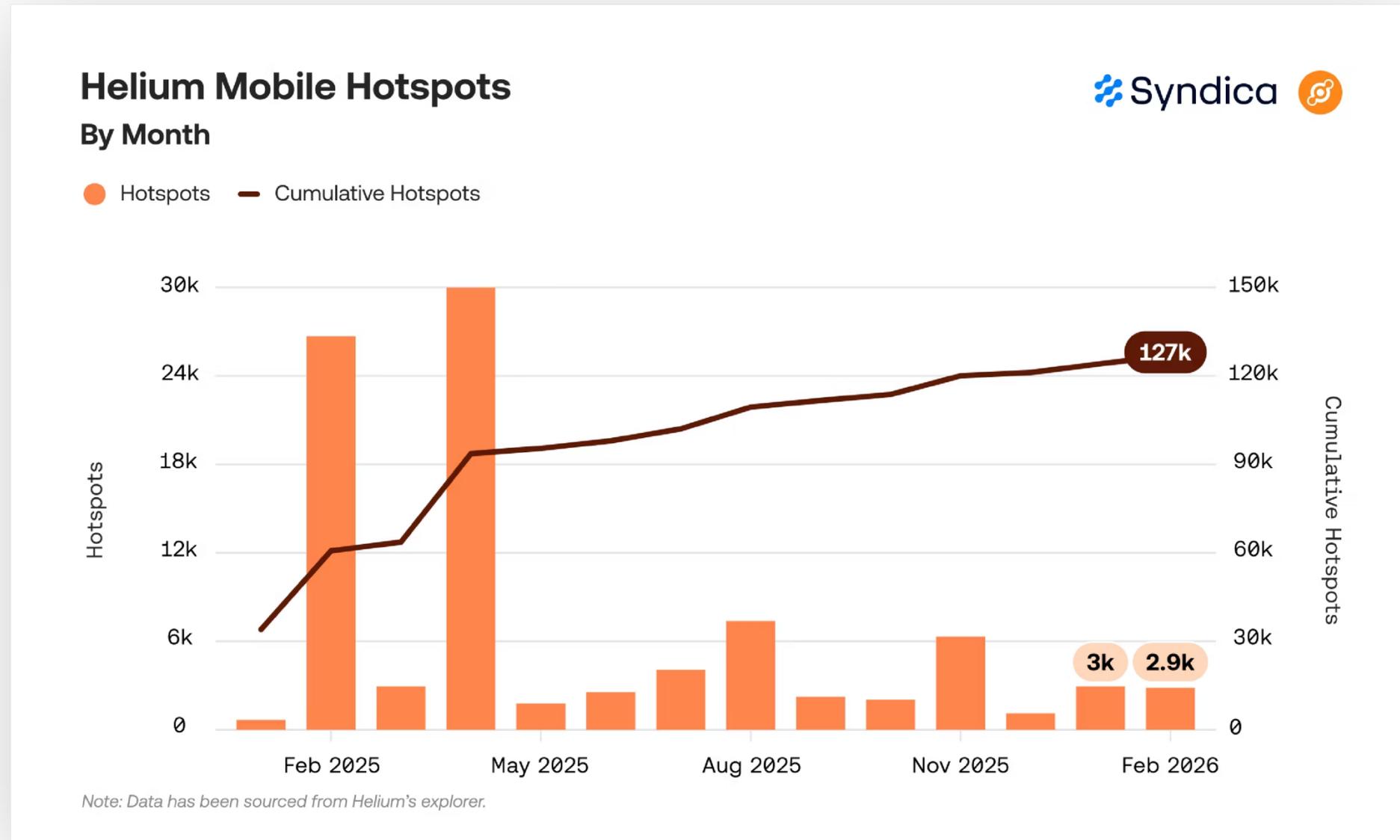
 Cumulative Old Subscribers  New Subscribers



Note: Data has been sourced from Helium's API.

Helium Mobile hotspot deployments held steady in February.

Monthly deployments came in at 2.9k in February, in line with January's figure of 3k. The network now has 127k cumulative hotspots since inception.



Note: Data has been sourced from Helium's explorer.

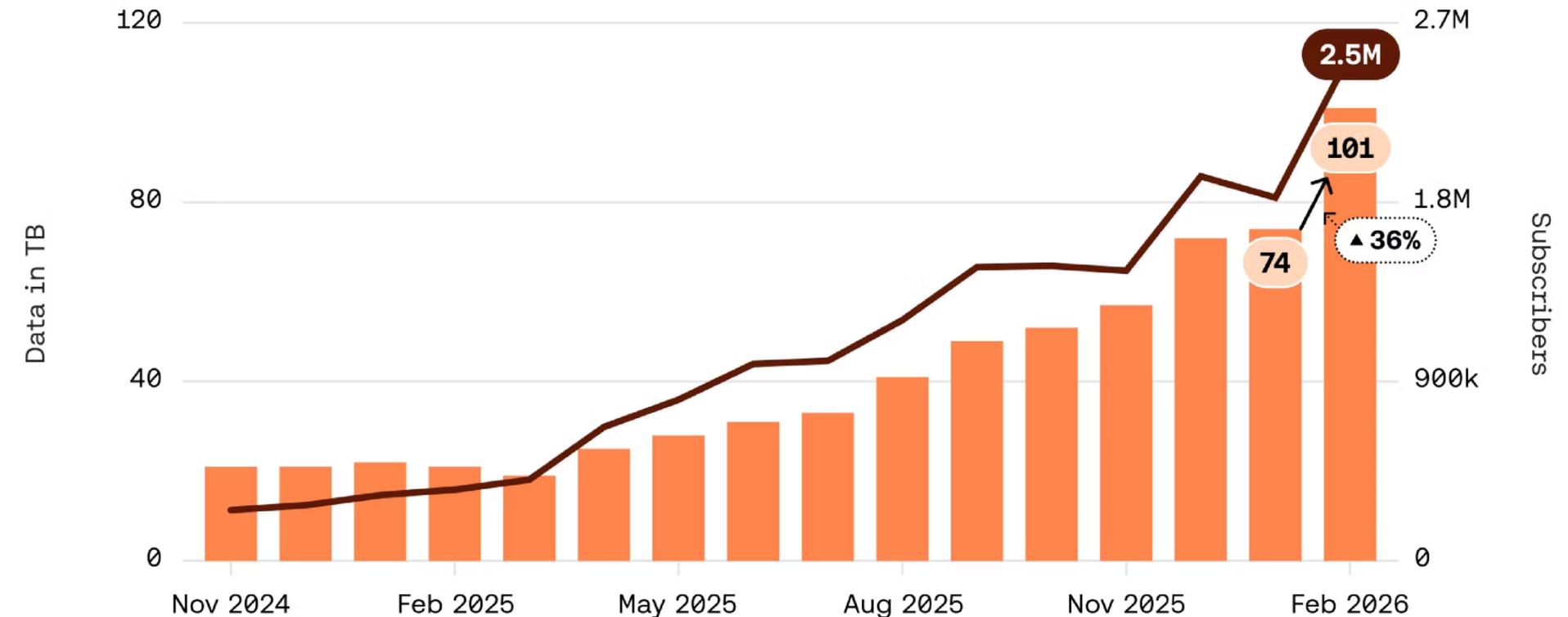
Helium Mobile offloading hit a new ATH in February.

In February 2026, average daily data offload surged to 101 TB, up 36% from January's 74 TB, while daily offload subscribers rose to 2.5M.

Helium Mobile Average Offload Metrics

By Month

 Data in TB  Subscribers



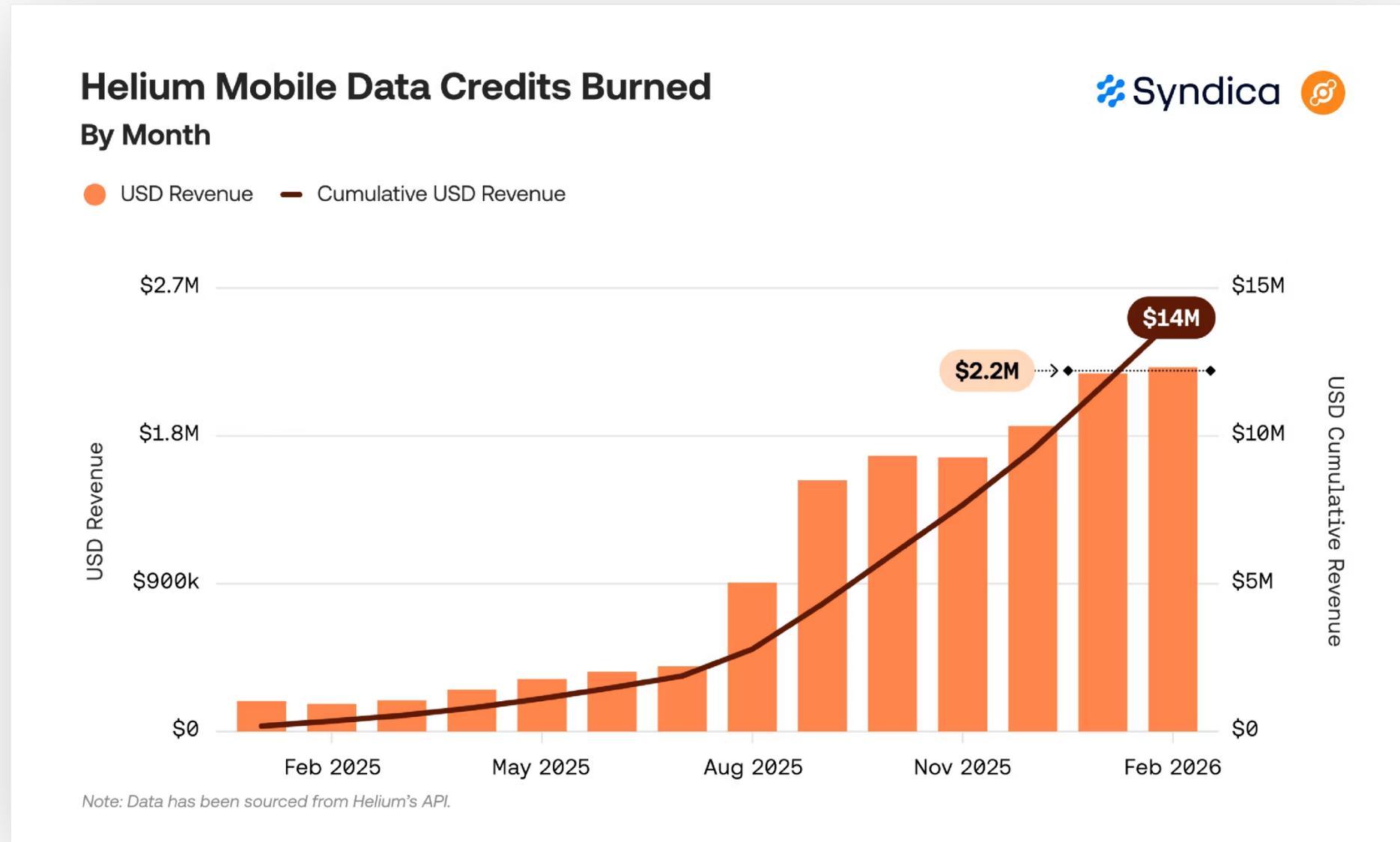
Note: Data has been sourced from Helium's explorer.

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// Deep Dive: Wireless // February 2026

Helium Mobile revenue held above \$2M for a second straight month.

Monthly revenue remained at \$2.2M in February, matching January's figure and pushing Helium Mobile's cumulative total since January 2025 to \$14M.



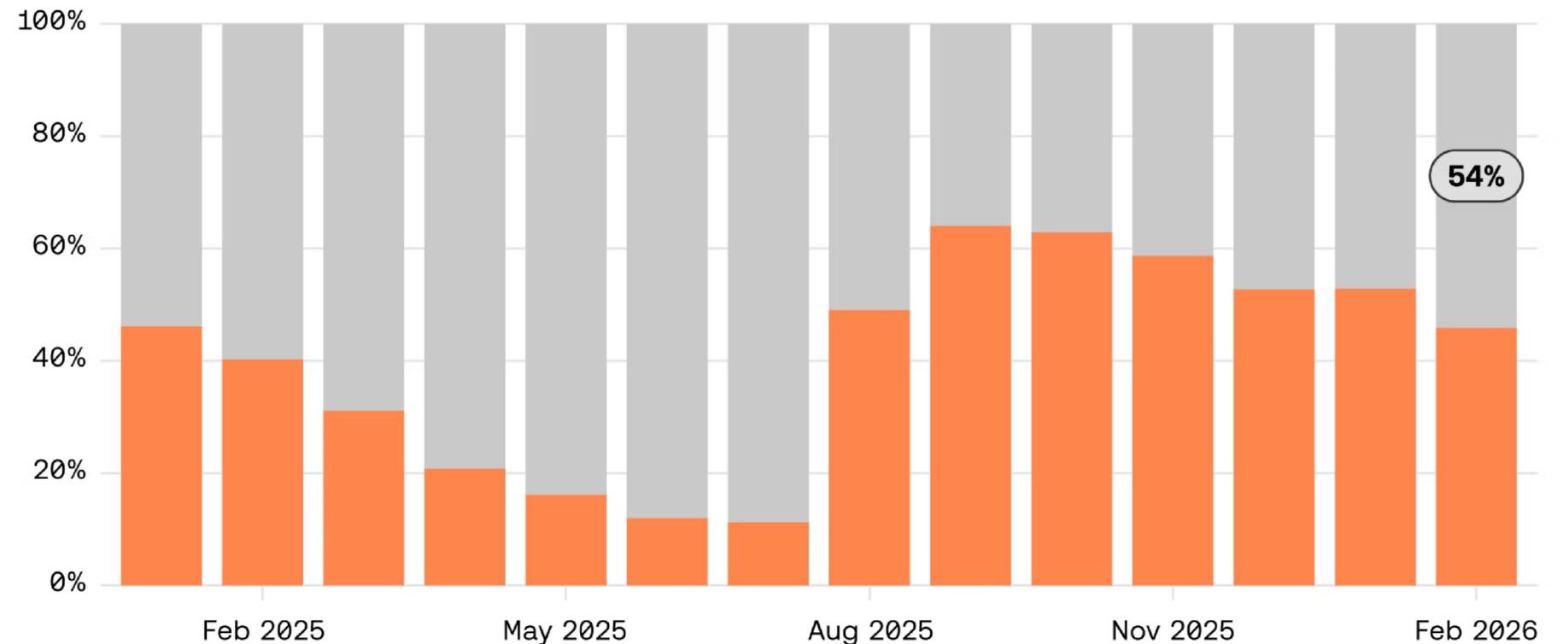
Note: Data has been sourced from Helium's API.

Offload carriers reclaimed majority of Helium Mobile revenue in February.

Offload carrier fees hit 54% of revenue in Feb 2026, overtaking subscriber fees after near-parity in January, driven by a data offload ATH.

Helium Mobile Data Credits Burned By Organization By Month

● Helium Mobile ● Offload Carriers



Note: Data has been sourced from Helium's API.

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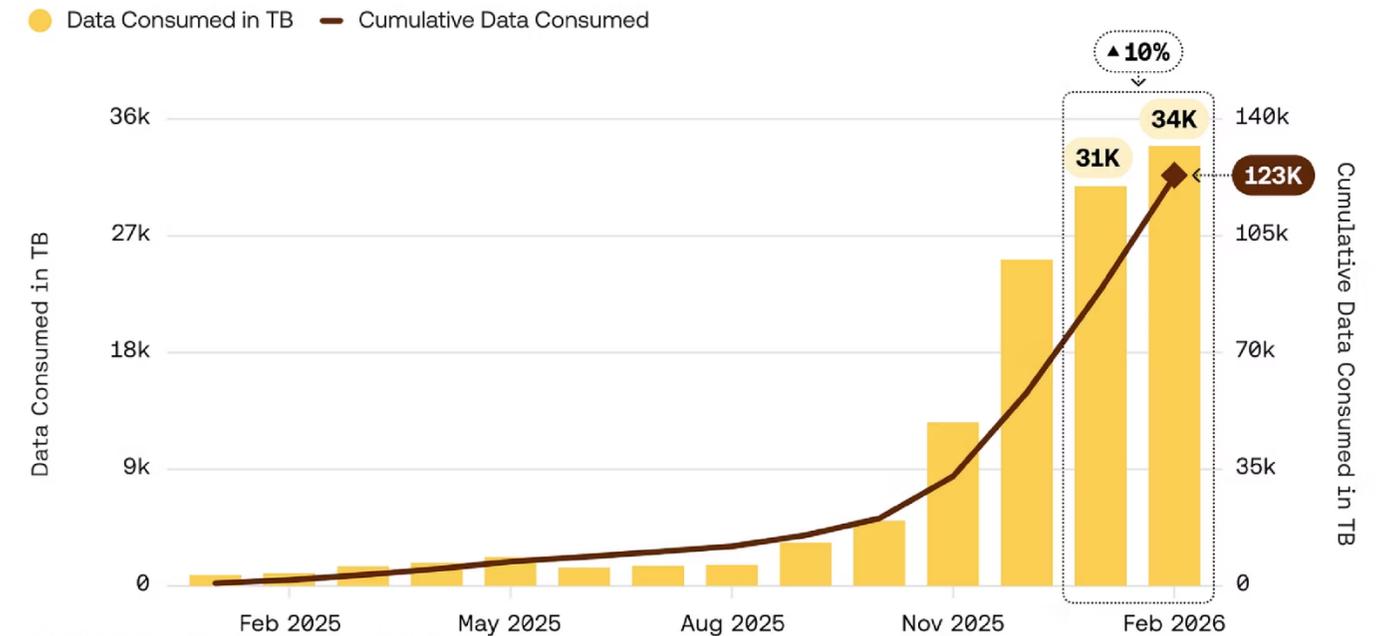
Dabba Network extended its run into February.

Data consumption rose 10% to 34k TB in February, pushing cumulative data consumed to 123k TB since January 2025. New hotspot deployments slowed down at 8k for the month, a 70% decrease, bringing the total network to 109k deployed hotspots.

Note: This data has been obtained from the Dabba explorer.

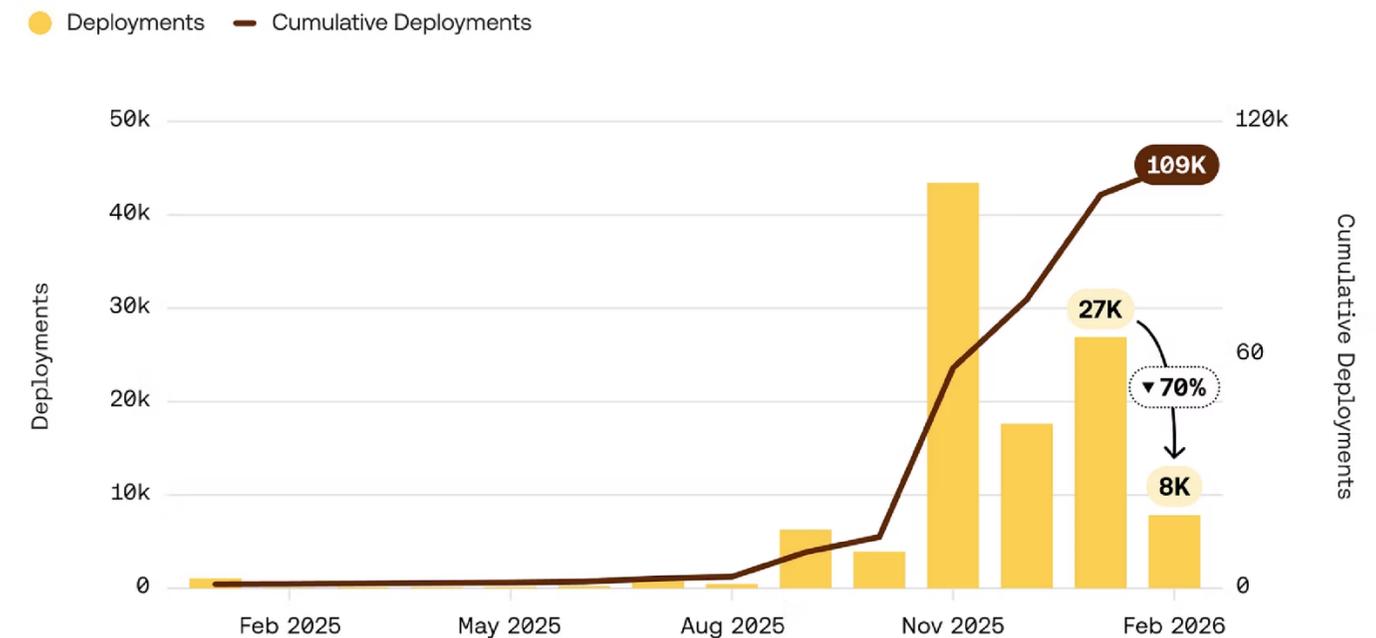
[// Deep Dive: Wireless // February 2026](#)

Dabba Network Data Consumed By Month



Note: This data has been obtained from the Dabba explorer.

Dabba Network Hotspots Deployed By Month



Note: This data has been obtained from the Dabba explorer.

XNET data offload set a new ATH in February.

In February 2026, XNET's data offload jumped 32% to 107 TB, recovering from January's 8% dip and reaching a new monthly high. The protocol surpassed 100 TB of offload in a month for the first time.

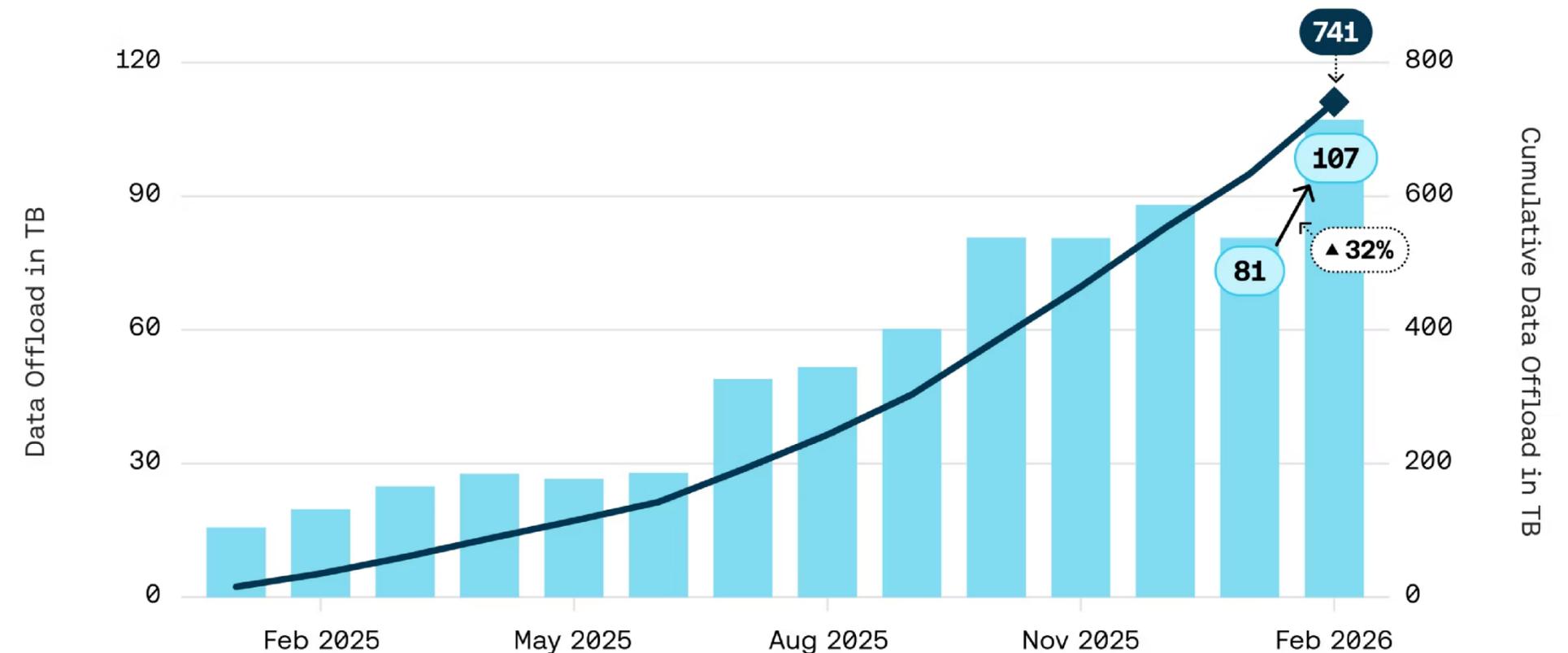
Note: This data has been obtained from the XNET explorer.

// Deep Dive: Wireless // February 2026

XNET Data Offload

By Month

● Data Offload in TB — Cumulative Data Offload in TB

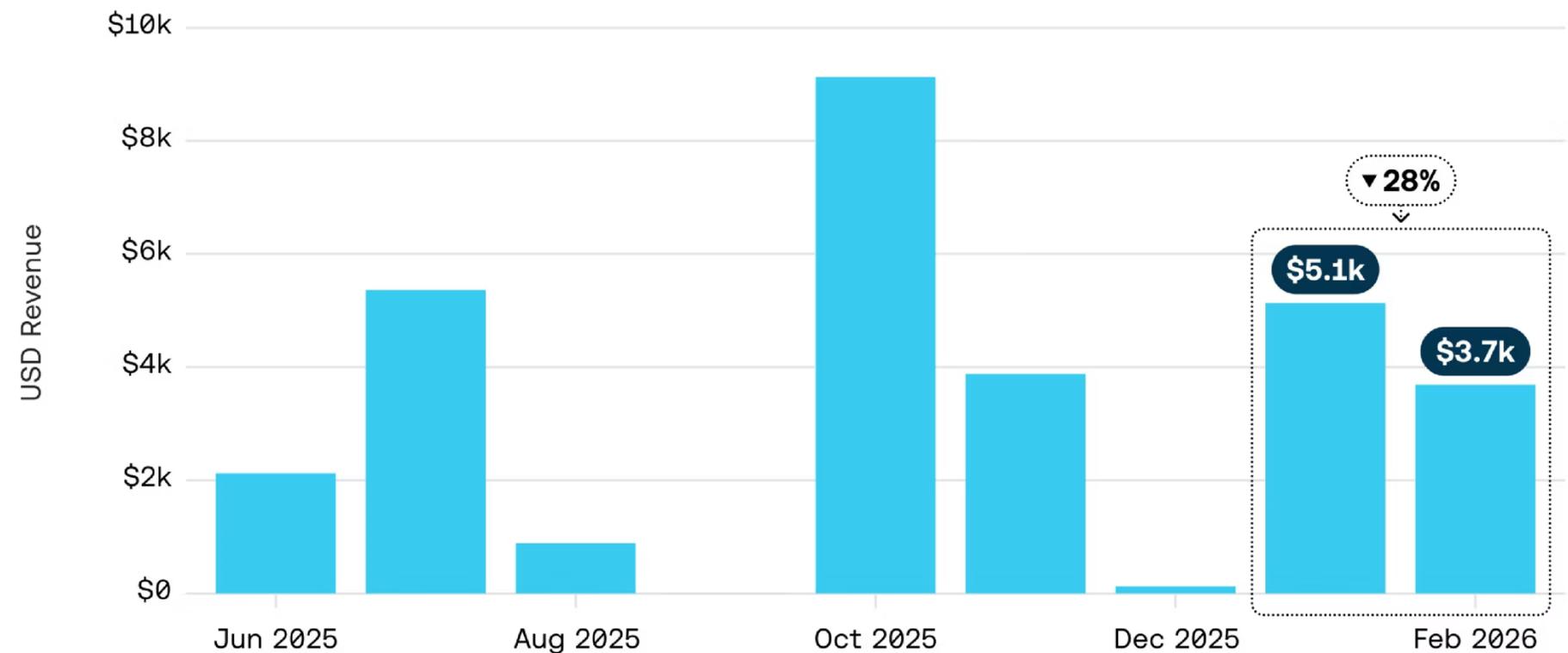


Note: This data has been obtained from the XNET explorer.

XNET revenue moderated after January's rebound.

In February 2026, XNET generated \$3,688 in on-chain revenue, down 28% from January's \$5,135.

XNET Revenue By Month



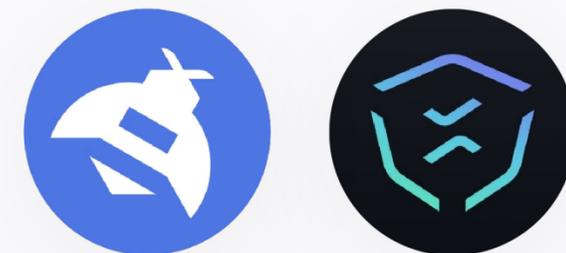
Note: This data has been obtained from the XNET explorer.

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// Deep Dive: Wireless // February 2026

Part II

Mapping and Location

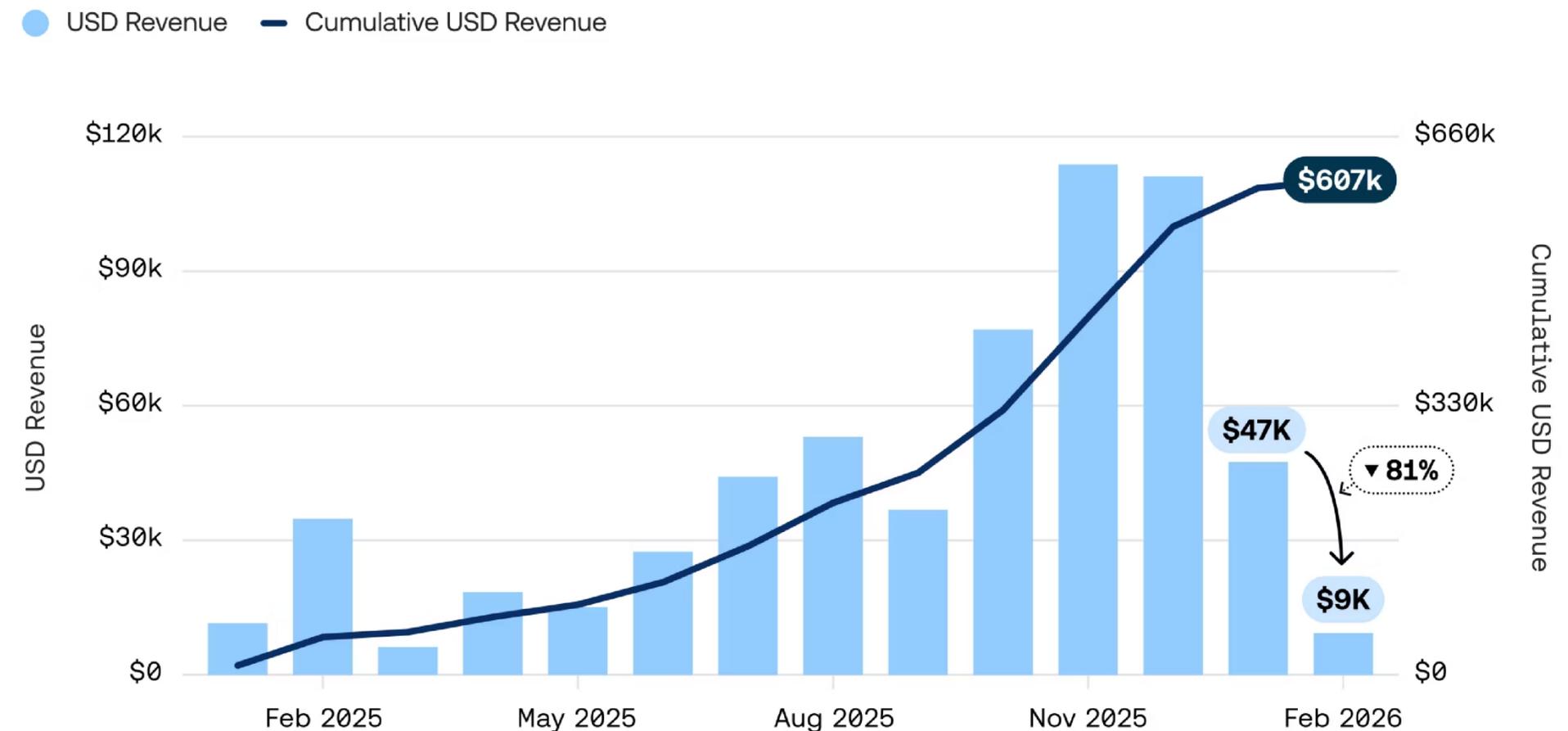


Hivemapper revenue fell sharply in February.

Revenue dropped 81% MoM to \$9k as \$HONEY burn slowed, while the team highlighted Bee Maps' real-time data vs. Google Street View and a new Edge AI device for higher-quality capture.

Hivemapper Revenue

By Month

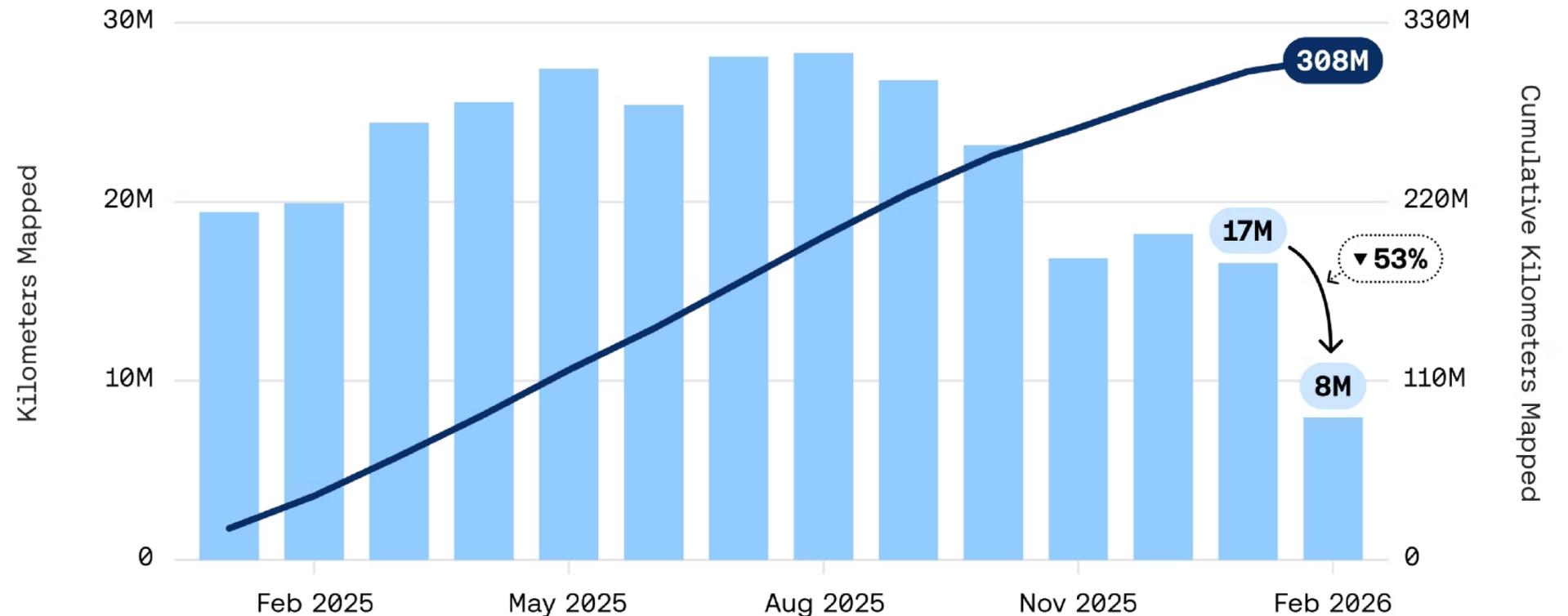


Hivemapper kilometers mapped pulled back in February.

In February 2026, Hivemapper mapped 8M kilometers, a 53% drop from January's 17M. Cumulative kilometers mapped since January 2025 reached 308M. The team added real-time features to Bee Maps and continued positioning the network's freshness advantage over legacy mapping solutions.

Hivemapper Kilometers Mapped By Month

● Kilometers Mapped — Cumulative Kilometers Mapped



Note: Data has been sourced from Hivemapper's explorer page.

Note: Data has been sourced from Hivemapper's explorer page.

NATIX's momentum stabilized in February.

NATIX's ecosystem cooled in February as new drivers fell 33% and map data events collected declined by 43%.

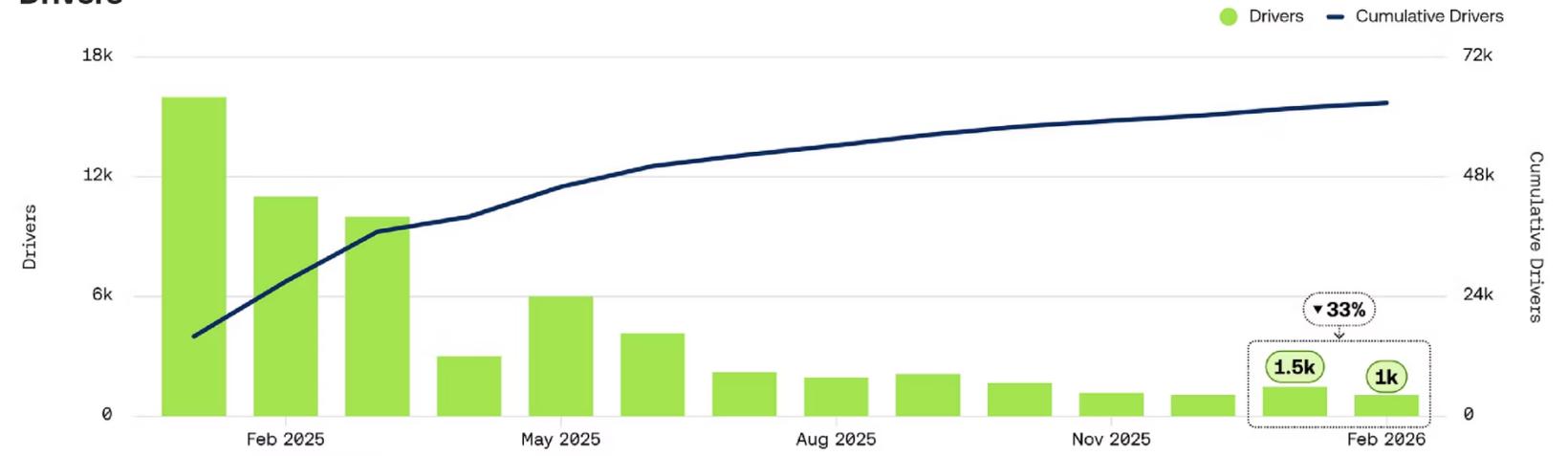
The protocol continues to expand as a new partnership with Nomadic ML for video data analysis was revealed.

Note: Data has been sourced from NATIX's explorer page.

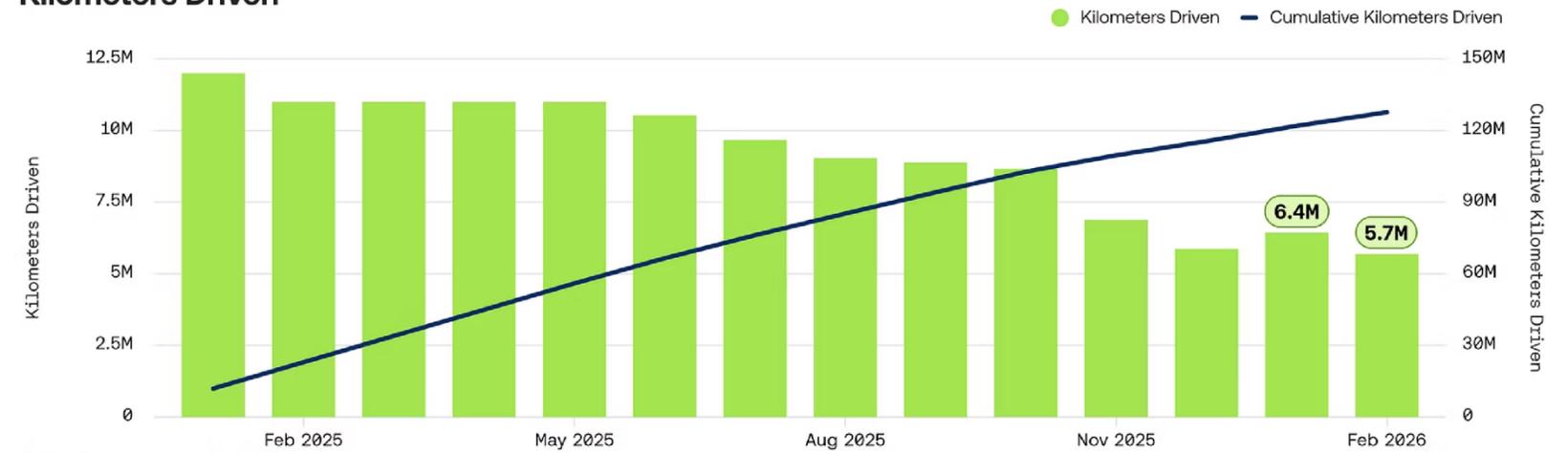
// Deep Dive: Mapping and Location // February 2026

NATIX Network By Month

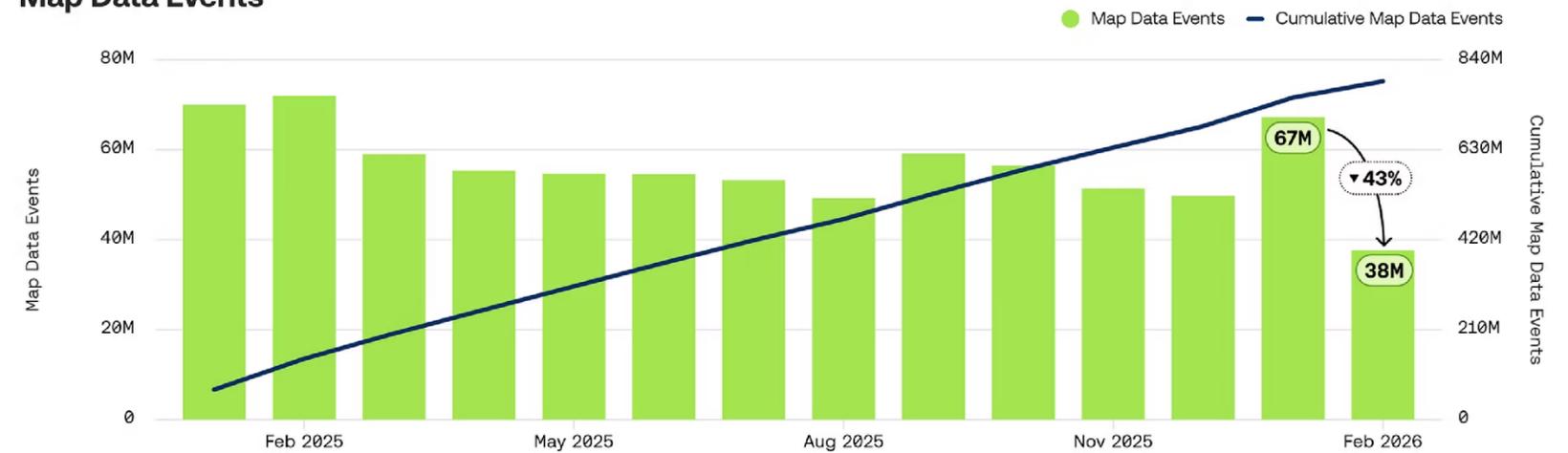
Drivers



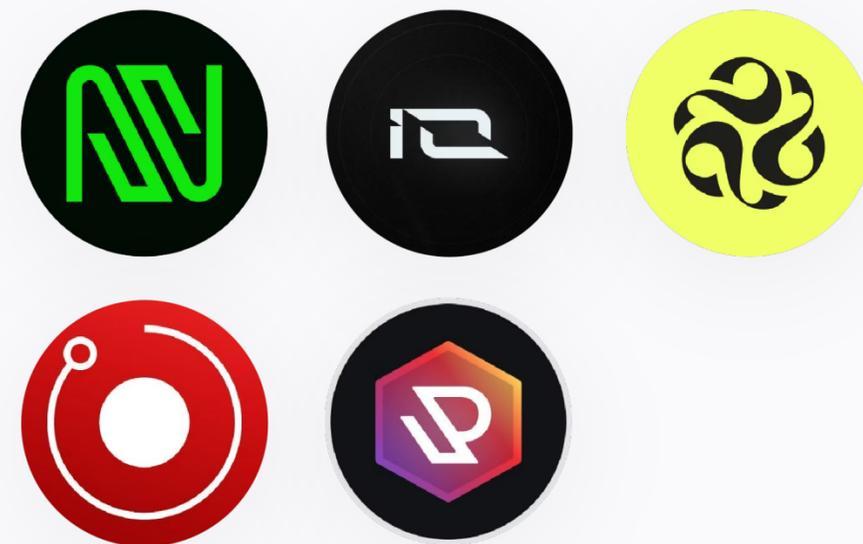
Kilometers Driven



Map Data Events



Part III
**Compute,
AI, & Data**



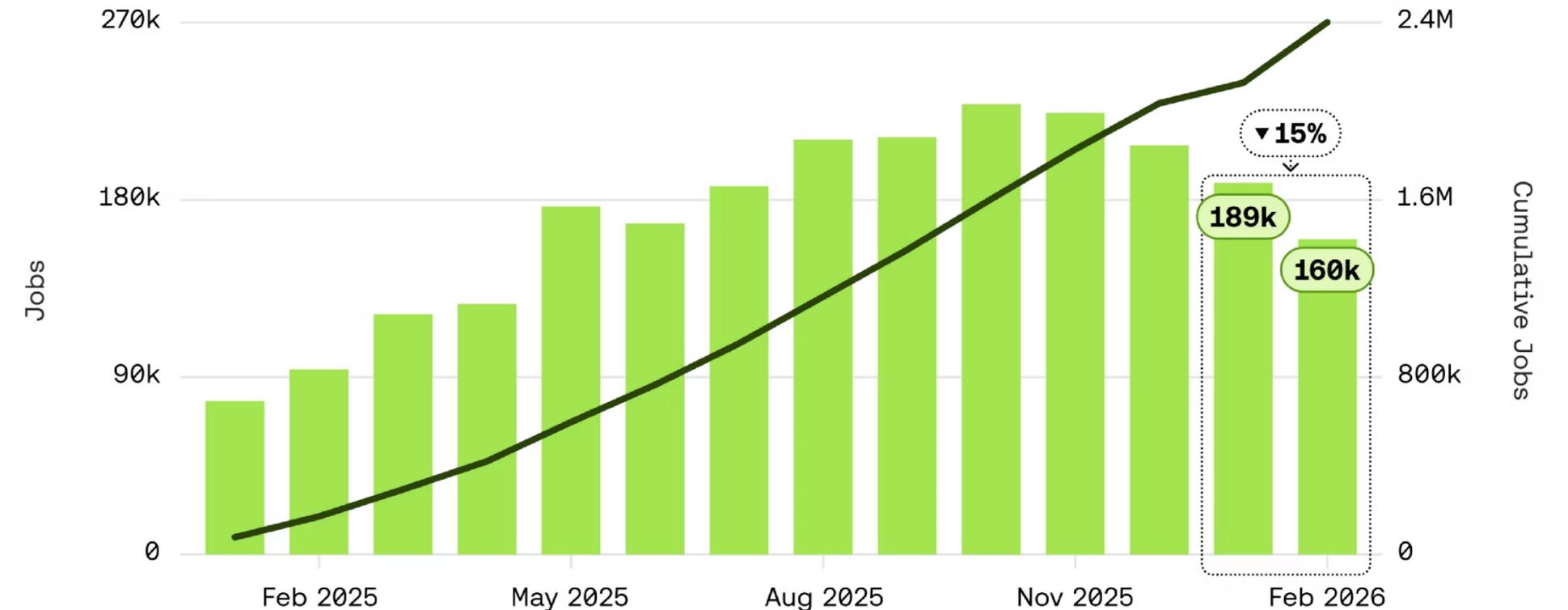
Nosana demand continued to decline.

Monthly jobs dipped another 15% to 160k. The protocol continued to expand with a partnership with Alio for agentic AI security on Nosana GPU Cloud.

Nosana Jobs

By Month

● Jobs — Cumulative Jobs



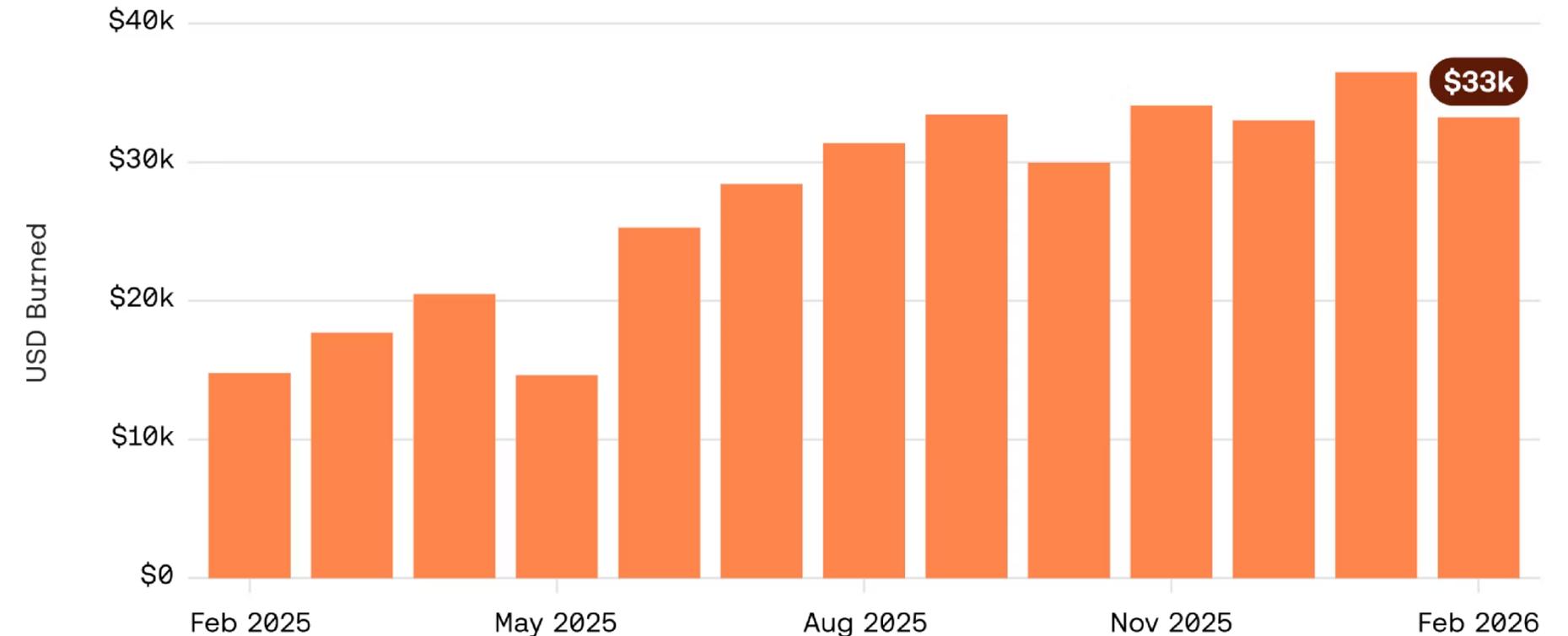
UpRock revenue remained elevated in February.

In February 2026, \$UPT burned generated \$33k in revenue from uptime monitoring services, slightly below January's \$37k. UpRock ran various campaigns across Asia, driving strong regional engagement.

UpRock \$UPT Burn Amount in USD

By Month

● USD Burned

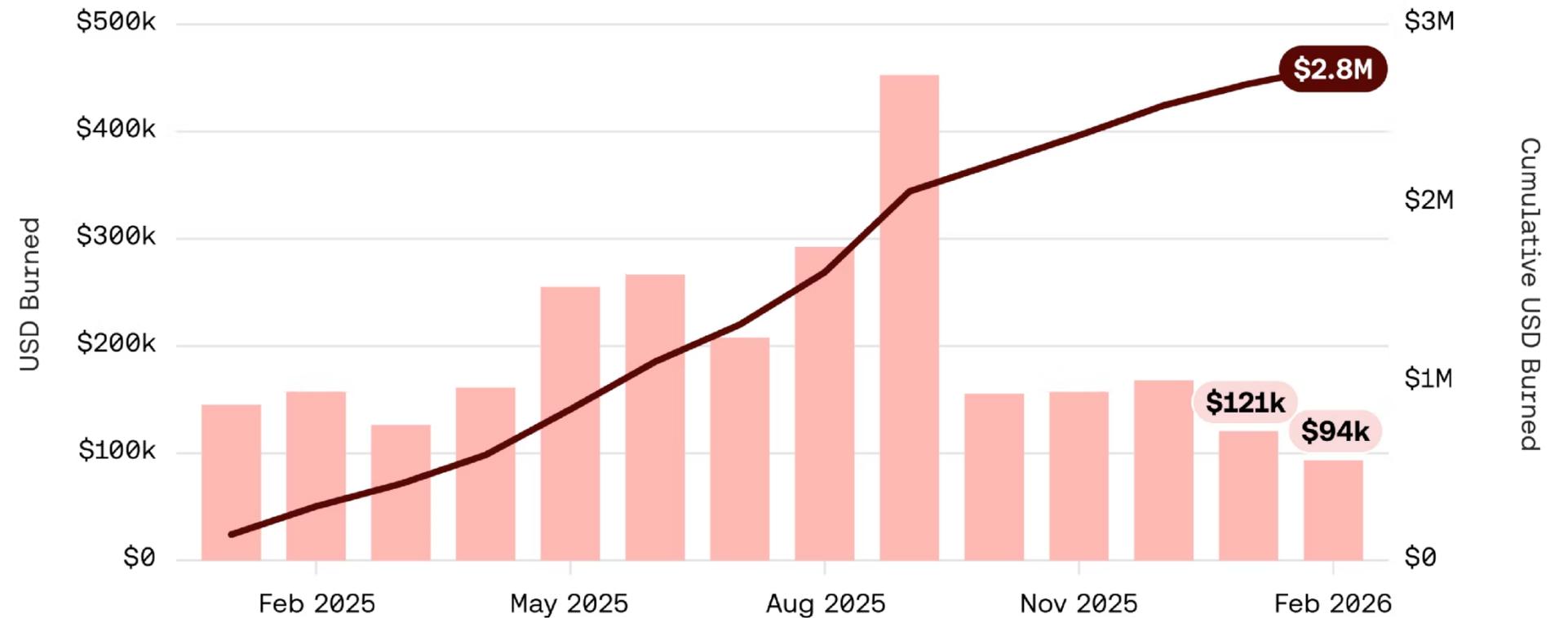


Render revenue fell below \$100k.

In February 2026, Render's revenue declined 22% to \$94k.

Render Revenue By Month

USD Burned Cumulative USD Burned



Shaga's Playroll Windows app went live.

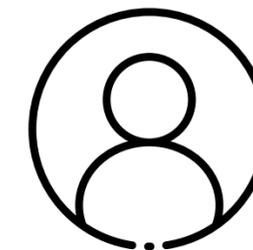
Users earn from hours played on Steam games as this helps train AI models for AI gaming.
The protocol already attracted a healthy community of gamers on Steam.



317k hours played

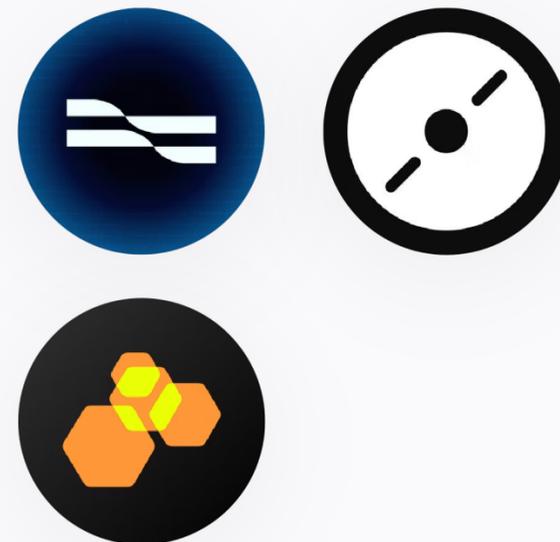


76 countries



366 Steam players

Part IV New Protocols



New Protocols

Voyage

Voyage is a Generative Engine Optimization Finance network and AI-first data protocol for AI discovery and trust by enabling knowledge contributions from users to enhance AI outputs like those from LLMs.

DataHive

DataHive is a decentralized data factory for AI, a platform that collects, cleans, and labels real-world web data at scale. It rewards users for contributing data that you have scrolled.

Tapedrive

Tapedrive is a decentralized object storage built to retrieve any type of data. It rewards users for contributing disk/bandwidth/CPU.