


Ironbelly

Grin  wallet you've deserved

@i1skn



Q T U N



**Named after a species of
dragon – Ukrainian Ironbelly.**

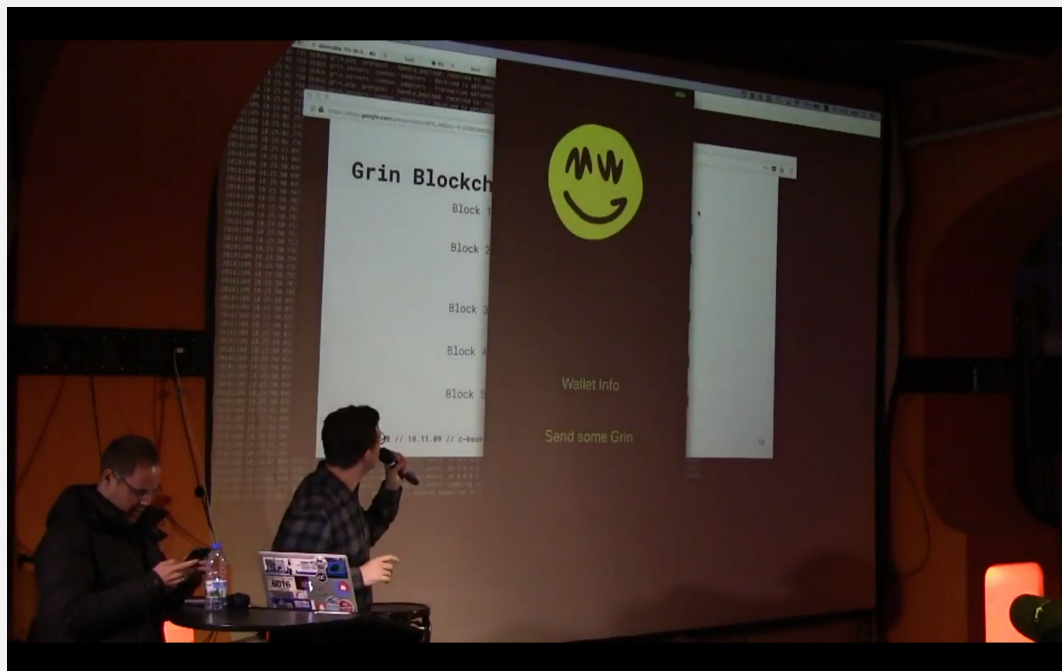
**One of them guarded some of
the oldest and deepest vaults
in Gringotts.**



November 2018

- Couple of months till the launch.
- No mobile wallet out there.
- Grin written in Rust, which can be compiled to iOS/Android.
- **Grincon0** is very soon!

Grincon0, Berlin, 9 Nov 2018



Milestones

- 9 Nov 2018 - First transaction between two iPhones.
- 25 Jan 2019 - First release to TestFlight (iOS testing platform).
- 12 Apr 2019 - Received grant from Binance Labs.
- No particular date - Feature development and bug fixing.
- 21 Jul 2019 - First transaction between iPhone and Android.
- 25 Aug 2019 - Release to AppStore (iOS).
- 16 Sep 2019 - Release to PlayStore (Android).

Current state

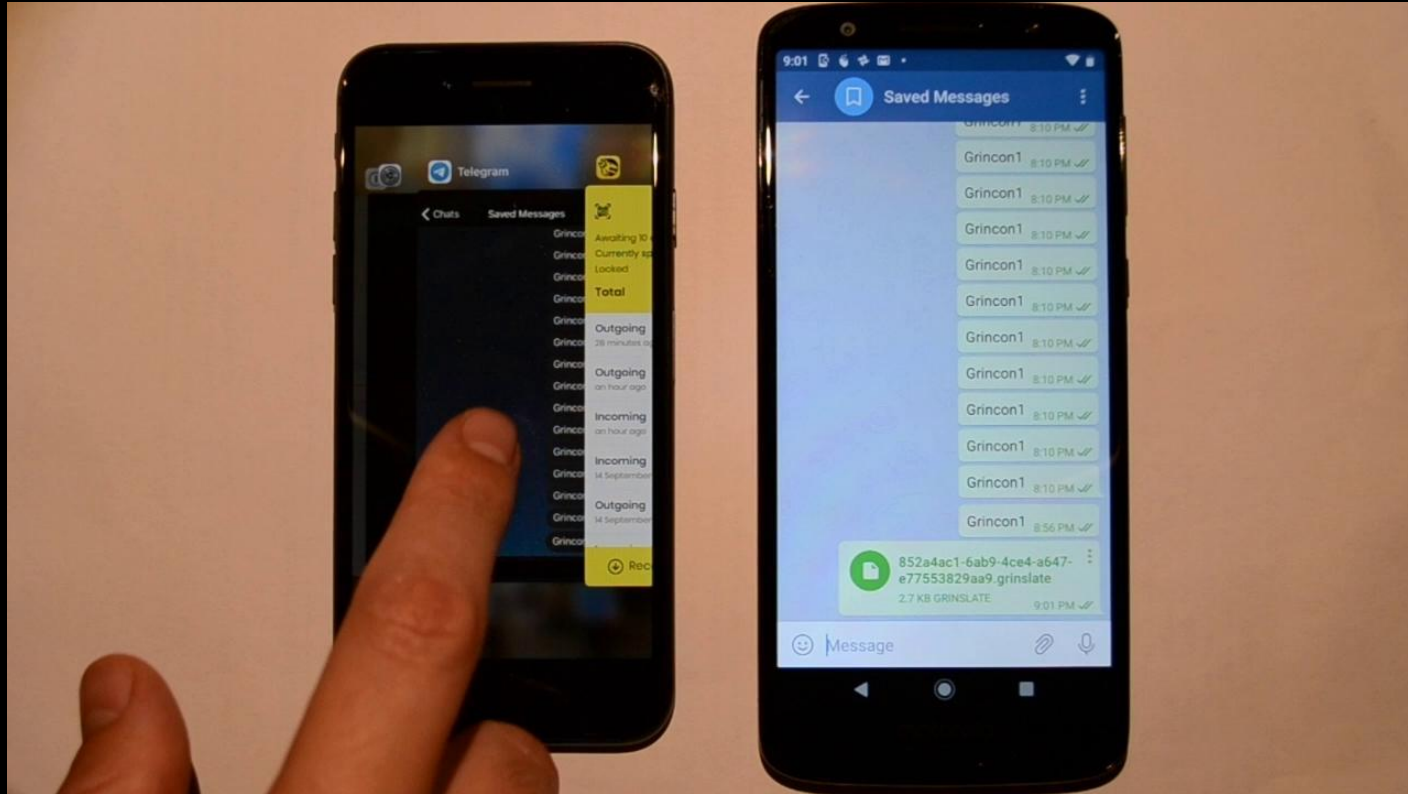
- Both Android and iPhone are supported!
- Send money via files or HTTP.
- Receive money via files (**not via HTTP** at the moment).
- Pay via scanning QR code.
- Fingerprint and Face unlock supported.
- Set your own node in Settings (for privacy concerns).
- Compare you Grin funds to another currency.

Live Demo



grincon1

2019.11.22 // c-base berlin



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Current challenges

- Withdrawing money from exchanges is **hard!**
 - Mainly because exchanges do not support transacting via files.
- Translate app to other languages.
- Dealing with Files on mobile devices is **pain!**
 - Mostly on iOS to be honest.
- Wallet initialization has bad UX.
 - Ensure that user has all the words without asking to enter all of them.
- Lots of bugs to be fixed and features to be implemented :)

Want to support?

**Sponsor me on Github if you want to
see **Ironbelly** alive and maintained!**

<https://github.com/sponsors/i1skn>



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Thanks!

<https://ironbelly.app>



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