CITY OF ZION

COZ Weekly Report #7 - 2017.08.20

COZ is a group of open source developers that formed to support NEO. We provide weekly reports that summarize our goals, projects, and progress. In exchange, the NEO council is supporting these contributions through NEO rewards.

Our governance can be seen at: [Governance](#)

Releases:

- Neon Wallet 0.0.4

*release announcements will be done as separate activities by project owners.

The community has decided to reward 280 NEO for the efforts listed below

- Neo Unit Tests - Ongoing testing of the core Neo project.

Admin Portal (@totalvamp):
- Bugfixes
- Working on new features (support helpdesk)

Bots (@totalvamp):
- Maintenance
- Fixed small bugs

Mobile Wallet (Android/IOS) (@totalvamp)
- Refactor UI to work on mobile with Material UI
- Refactor code to work on Meteor/Cordova
- Working on offline key storage

Woolong (NEP5) finalized Testnet (dc675afc61a7c0f7b3d2682bf6e1d8ed865a0e5f)

NEO school:

- Youtube mirror of [AntShares school videos with english subtitles finalized - 7/7](#)

NeoScan:
- Bugfixes
- Core code review/optimization

Neon Wallet:
- Alpha release 0.0.4
- Bugfixes:

- ○ Fix copy/paste functionality and add right-click copy/paste
- ○ Close app completely on exit
- Features:
  - ○ Add print button to key generation page
  - ○ Warn user if they are running an old version of the wallet
- Optimizations:
  - ○ Switch back to Bittrex API, since CMC is unreliable
  - ○ Add scary warning to encourage user to save private key
  - ○ Poll API server less frequently to reduce load

Neon Wallet DB:
- Fix for claims on transactions with multiple sends to same address
- /v2 update that allows breaking changes on release 0.0.5

New CoZ Logo @velocihamster

Updated Korean Documentation

In Development:

Neo Python https://github.com/CityOfZion/neo-python/tree/vm
- A functional smart contract Virtual Machine for running contracts on the blockchain in python
- Almost all smart contract neo API's working (such as Blockchain_GetAccount, etc)
- Standardized data types such as UInt160/256 similar to original implementation
- Sync speed improvements