



Developers Update JAN-10-25

This update outlines the following key areas of development for Nexus:

Current Progress:

Indexing System Revamp:

- Redesigned the global indexing architecture to address bugs and inefficiencies.
- Separated the indexing system into API and Sessions folders for modularity and improved maintenance.
- Debugged issues related to transaction credits and ledger timestamps, including reorganization problems.

Fee Structure Improvements:

- Transitioning fees from hardcoded values to dynamic, chain-state-based parameters.
- Allowing community-driven changes without the need for hard forks.

Transaction and Consensus Adjustments:

- Disabling problematic opcodes and refining timestamp handling.
- Enhancements to ensure stability during chain reorganizations.

Mobile Wallets:

- iOS and Android wallets prioritized.
- Addressing client mode issues for large signature chains.

Hard Fork Preparation:

- Plans to reallocate unclaimed legacy coins for developers, satellites, and exchange listings.
- Locking a significant portion of funds for future satellite deployments.

New Features:

- Introducing signature aggregation to reduce disk space usage.
- Migrating from OpenSSL to embedded TLS for enhanced security and compatibility.

Future Plans:

Mobile Wallet Release:

- Completing back-end work by next week for testing.

Artificial Intelligence Use Cases:

- Developing a structured AI model with predictable neural pathways to democratize AI access.

Community Engagement:

- Creating a bounty system to incentivize contributions and enhance ecosystem participation.

Exchange Listings:

- Securing listings on major platforms like MEXC and exploring future options with Bybit.

Satellite Deployment:

- Setting milestones for launching Nexus satellites to expand project capabilities and visibility.

Economic Ecosystem:

- Exploring micro-economy integration and local currency use cases to drive liquidity into Nexus.

Full transcription:

*Notice: This text was transcribed using AI. There is a high likelihood of spelling, grammatical, and translative errors.

Everybody, thanks for being patient, for this dev update. I've been walking in a lot of stuff. And I've also been building a nice to do list for next week. So, I'm gonna go over what I've done this week, and then I'm gonna go over next week. This week's primarily been dominated.

Indexing System chat

I've been working on the exchanges. So found a bug in the indexing system, but I've never been super, super happy with the way that some of the indexing logic worked. And I've essentially had one database called underscore API, if anybody's familiar with it. And this API contains all of the global index. For those that don't understand, a global index essentially allows you to know with a single read where something is in the blockchain.

Otherwise, you rely on iterating blocks or iterating transactions or iterating sig chains. So, name records, for instance, are 1. So, I've developed a I like the indexing system that I have in that sense, where I basically have a polymorphic function that can essentially be inherited by each new API, and you can create your own custom indexing systems. That's how the market works and all of that. But from some of these designs, I've decided I'm gonna revamp a lot of it.

So that's one thing that I've been primarily focusing on, is revamping this indexing system. So redesigning the architectures, I guess it's just a feel too. When I look at the code, I just I just I haven't been completely satisfied with it. So, I just am seeing some of the bugs, I think we had a bug with, some of the credits not firing off for coin bases. I'm debugging that with Neil, and there's these little idiosyncrasies that happen, and that's usually a symptom of something that's maybe not coded entirely as well as it could.

So, this is kinda how I go. I just start coding. And if I see something I don't like, I keep doing it over and over until I get it right. So I haven't really revamped the indexing system for quite some time. So it's it's it's well and due.

So anybody that's had, you know, transactions where they notice that they don't credit entirely correctly, this is this is gonna fix all of that entirely. So I'm breaking the indexing system up into an API and a sessions folder. What this is gonna allow us to do is it'll allow you to reset the state right now. If you have to reset your your sessions level indexes, they're all coupled in with the global level indexes. And then it has to rescan the chain and rebuild all those indexes because it's usually built when it's synchronizing.

But if you've already synchronized and you need to rebuild the chain itself or rebuild those indexes, then you've gotta go through and start all over again, linear read of all the transactions and so on and so forth. So that's something that I've been getting done. I've been also, debugging some of the issues. I think one of the issues that I found is this op ledger time stamp. It's a specific conditional op code that we have in our conditional virtual machine, And it basically takes the timestamp of the ledger and the current ledger, but I'm noticing that that's actually been causing quite a few problems.

I wanna completely I'm gonna disable that op code in in the hard fork and just rely on the transaction timestamp for the caller. The the reason I had the op ledger is because it's something that's reliable and you can't forge it and you can't try to manipulate the timestamps. But I'm gonna put some tighter time tolerances in the transaction so that you can't try to make a transaction happen too much in the past when it's actually received

into the memory pool and so and so forth, and it won't be able to be too much in the future. So this will help with the expiring. It'll help it also, if there's a reorganization.

I have noticed that a transaction could get reorganized. And if it's an op ledger timestamp and then the new block happens to be right out of bounds of that, then that transaction will never actually get reprocessed. And then that can cause a halt in your sig chain and the transaction processing. So I'm getting all of that put in. These are this is kinda 2 pronged issues.

Xeggex and TradeOgre Issues

So those are 2 things that I've been working on this week. I've identified a lot of the issues that we found with TradeOgre and Xeggex. Like as I said, I'm waiting on, some fixes from Geraldo for, Xeggex. There's some implementation issues they had on their side, and then there was an indexing bug on our side, and it didn't seem to, become apparent until the indexes didn't fire off. Which I'm glad this happened though because we caught this problem early. If it would've continued on, it could become a much bigger problem.

Fee Structure Improvements

So I'm also working on the fees asset. So what this is gonna do, if anybody saw, I made an economics, voice memo earlier. But we're gonna be putting the fees in an asset. So what this means is that some of these chain state parameters such as the cost of a name space or the cost of a name or even the cost of a global name or any of the other types.

These will be actually stored in the chain state instead of a hard coded variable. So hard coded means that it's something that's actually a constant that's compiled into the code. So in order to change a hard coded variable, you have to update the software. And if it's a consensus critical constant value, then that requires a hard fork. So this has been something that I've noticed as the market has gone up.

We've always had this issue where the fees were more, you know, tolerable and negligible when the price was low, but then the price goes up, and then the fees become a lot more expensive. And then that requires a hard fork to undo. So we haven't really changed the fees for, I think, a year or 2, which is good that I'm glad that we're finally getting this. But what this is gonna happen is it's going to make it a dynamic allocation. So with a transaction and a vote from the the community, we will be able to say, okay, well, we wanna change these fees to this and these fees to that.

And without the need for a hard fork, we'll be able to change some of these chain state parameters. Now this is also another important feature that we're gonna be able to be using for other types of chain state parameters. Right? Most likely gonna be adding a few additional ones because sometimes it is advantageous to be able to tweak some of these such as the minimum stake interval, as far as how many blocks you have to wait for a new stake block, and some of the other fundamental constant values. And this is cool because this allows us to start bootstrapping off of our own blockchain state, which allows it to be a lot more dynamic, easier to change, and ultimately, limiting the number of hard forks that we have to do.

Hard forks

We wanna limit the number of hard forks because it's a big, I guess, challenge. You have to take a couple weeks. Everybody has to update, and people don't necessarily always like to have to force updates. So we're, we're trying to minimize that as much as possible.

iOS and Android Mobile Wallet

So one thing, I guess, big priorities that I have for next week, everybody to know mobile wallets for the iOS and Android are our main priorities. So some of the things that I'm gonna be doing that, I'm, figuring out this timeouts issue on the client mode. I think some of you that have really large sig chains, if you log in on your client mode, you'll notice your balance may not be entirely correct or some of the transaction history is missing. And that's because this time out is basically going from the start to the end. So we're doing these different batches of 50 to a 100 transactions for your sig chain or notifications. But if there happens to be a hiccup or a slow and the Internet is not checking actually the last time that it was received, it's just checking from how long it took for the request to fulfill entirely.

It's called a blocking message that I've developed and actually the lower level protocol. And that way, we can basically send a request out to another node and wait for a response, and it'll block waiting for that, which is really useful for the API if you're wanting to load any state from the chain that you need to wait on from another node to deliver it to you. So that's essentially how the client mode works. So that's something that I think has been an issue, but what I'm also gonna be doing is I'm gonna test all of the features in the API in client mode. Once I get that, like, I'm gonna get the iOS, which I need to make sure that I get some of the initialization code working better.

Make sure that's running really solid, actually running directly on my device. And then Android, obviously. And then fixing time out issues, but I wanna run every API command, such as running invoices, and make sure everything is running completely solid in there. Ideally, I would like to see at least my back end work done on the mobile wallet by the end of next week so that we can be ready to deploy those onto the app stores. I think it's time.

I appreciate everybody's patience on the matter, and it's gonna be good to get that all done. So one of the big hurdles I've had is getting the build environment set up and then all the others. And, you know, setting my priorities, I think, has been another challenge of mine as well, because there's so much going on in my head and so many things I see to do. I guess, setting the ones that are the most conceivable, reachable, and, you know, brings the best benefit to you guys. And so that's one thing I've also been working on in developing this week is setting my priorities correctly and making sure that I'm executing on those priorities and setting my own internal deadlines and all of those good things.

Developer Updates

So, hopefully, we should be seeing a lot more progress next week. As I said, I'm gonna be doing these development updates every Friday. If they're late at night, it's because I've usually been working all day or I wanna get something done before. So I apologize if this is too late for some people, but I guess you will get it as your Saturday morning.

Testing for Mobile Wallet / Full Release

So anyway, as I was saying earlier with the indexing, I'm gonna be breaking the API into essentially a session and an API database. So this will help rebuilding indexes much better, revamping the indexing system, and then this also is something that's heavily relied on for the client mode. So between all of those things together, I think we'll have a much more solid back end. And then we'll wanna get everybody testing. We're gonna release a new beta, ideally, by the next time I do a development update. So if everybody could really help on getting those tested out and report bugs, so that we can make sure we get all of that squashed because, we need to get this we need to get these mobile wallets out.

There's been many, many people that have been asking and saying this is our highest priority and most important. There's also some new use cases that I'm developing, not me personally, but, somebody in the community has actually been forging connections with, in South America. And these these are gonna potentially be really amazing, beautiful use cases, but we need to get the mobile wallets completely out and ready to go, so everybody could use it. That's gonna be a big big slice of cheese for us, but once we get it, I think it's gonna open a lot of doors for us. So what I would ideally like to get to next week, this is something that I've been working on, kind of, in the back burner.

Embedded TLS

It's a branch called merging TLS, and you won't see a whole lot of commits on there because I'm essentially deciphering. This is called embed TLS. So I'm having to basically convert this old embedded TLS library into replacing a lot of our open SSL functions. So as everybody knows, I'm working on getting open SSL almost completely eradicated from our core. Getting rid of the legacy transactions, that will be one major step towards it.

And then we just have to support the brain pool 512 + 1 curves. And as we natively support the, the Falcon, Falcon sign algorithms, which I think we use Falcon 1024.

Signature Allegation

But anyway, another big feature that I'm actually focusing on as well, along with all of that is signature aggregation. This is gonna be a big one. It's gonna save a lot of disk space. Essentially, a signature chain is is a link. It's like your own blockchain. So one of the beautiful things about this is that you can chain the signatures together. You know that if the very first signature of the Genesis is included in a block and has a valid signature and you know the very last transaction of the chain is included in a block and has a valid signature, you don't need to have all of the signatures for every single transaction between those two points. So for instance, a Falcon key, I think is about 800 bytes for a public key, and I think it's close to 900 bytes.

About 1.5, 1.6 kilobytes for the public key and the signature. This is one downside to quantum resistant encryption is it's usually a lot larger key sizes, which means that you're gonna have more disk space utilization. But what this is gonna do is it gets you aggregation. So if you have 10 transactions in your sig chain, let's just say 1.5 kilobytes for, you know, or 2 kilobytes. Let's say just for a more conservative number.

Ten transactions means that you're gonna have 20 kilobytes of data that's going to be included on the blockchain state. It's gonna be saved onto your disk. You do a 100, you have 200 kilobytes, and you do a 1,000, and you have 2 megabytes worth of signatures. So a thousand transaction in the sig chain is really not a large sig chain. Some people can have multiple stakes per day.

I've seen some sig chains that have 5 to 10000. But as I said, 2 megabytes of data. Now when you only have to aggregate the signature chain with the first and the last signatures in the chain, then voila, you have now saved 2 megabytes of data. Now multiply that by a 1000 people, now you save 2 gigabytes of disk space. So this is a huge feature as far as really taking advantage of our signature chain architecture so that we can know for sure that we don't have to consume more disk space than we really need, and that it retains the same level of security.

There's a few more nuances than just that. It's not quite so cut and dry on first and end because you do have to keep a number of signatures available until a checkpoint until the the chain can't be rolled back past that point. Because if you do have a reorganization, then you do need to have the signatures so that you can continue to maintain that head of the chain. So these are things that I'm thinking about all the time, and this is something that I'm actually really excited to get put together.

New Use Cases

Onto the use cases as I was saying, there's a couple new use cases we're exploring for the next couple weeks. Gig economy and even potentially, you know, local economic systems we're working on. Kinda developing little micro economies. Anybody has any ideas too, or or we're trying to figure out if you if you develop your own local currency that ends up being something for a town or a city or a state even. You can create a lot of economic value for people, but we wanna figure out besides this transaction fees are really helpful way that when these micro economies are are created, it's gonna boost their own local economic production because they're not gonna be tied to the existing currency system. But how are we gonna bring this into Nexus?

This is something that we're wanting to look into, because we want all of the use cases in some way to tie back in to provide liquidity in a Nexus, which is ultimately gonna help the price maintain its value or increase in value, which is something that's going to then bring us a more liquid market. And when we have more liquid market, then it's more usable as a currency and so on and so forth. So that's something food for thought. That's something that I've been brainstorming with somebody in the community about. Like I said, if anybody has any fun ideas, feel free to jot them down here in in this channel about how creating your own tirk token, to represent some sort of micro economy can bring liquidity into nexus.

Because there's a lot of places that could actually use developing their own local currencies, and you create your fiat on and off, and you create kind of a stable coin. But with these stable coins, besides transaction fees, because we want these people to be able to transact for free, how are we gonna drive liquidity into nexus from that? It's a good question. We're still working on the answer, so I can't say that we have it. But we're working on it. But I just wanted to put that out there for anybody that wants to mull on it or has any great ideas, please do let us know.

AI Neural Network

On the artificial intelligence use case, I'm currently modeling a very basic neural network based off of a control. So my algorithm essentially is using more structured mathematics to create more structured, predictable, and neural pathways, rather than unpredictable ones, which also allows us to not have to compute for every single one of these in there. You only compute a specific path, which is a mathematical structure. So ultimately, what this is gonna do is it's gonna save us this exponential time calculation.

As long as these paths become ideal and it actually provides, you know, a greater intellect, we're gonna save substantial amounts of computing power. And what this means is that if we can get our algorithm, let's say, doing a 100 times faster than your typical artificial intelligence algorithm, the hardware that is used to train and run these then becomes a 100

times more valuable. So an h one hundred is about 25,000 US dollars, which is a very popular graphics card for, actually training these hey guys. So now take 25,000 and multiply it by 100. You have \$2,500,000, which is a very large amount.

That's essentially the amount of hardware. You've taken 1 card, 25,000 worth, and it now has the power of \$2,500,000 worth of hardware. So this is also a huge step for democratizing AI and making it put it in everybody's hands. Most of the AIs are closed source, closed box. You know, they have their own neural nets and everything like that, but what we wanna do is put that in everyone's hand.

But even more so, we wanna make them safer and more predictable. It's a big issue with MIT is that they have no idea how these things wire themselves. There's a lot of money being thrown at it right now to understand that. We're looking to solve that and like I said, through the proper structured mathematics and predictable neural routes, we're not gonna necessarily be able to predict it entirely. You're gonna have some sort of standard deviations off of that.

But based off of that, we're gonna have more predictable. So I just wanted to say more. Not necessarily it's gonna be predictable, but that's hitting a really, really strong value proposition. So like I said, I'm developing this with a control, with a typical neural network architecture, sigmoid activation function, and then comparing that with our structured mathematical neural networks and calculating the number of iterations that it takes to reach a certain level of training data and to reach a certain level of accuracy. And that's our control comparing it against so that we can compare our algorithmic improvements.

Now ideally, we would like to see as you add more neurons, it usually scales exponential. What I mean what I mean by that is it's exponential time. It takes exponentially more resources the more neurons you add. Ideally, we would like, if this works as we anticipate, to have that scale more linearly. We wanna have more linear time scaling, which means that the hardware that's required as far as 100 of 1000 h one hundreds may not be necessitated at this point, which really opens the doors for everyday mom pops to actually be able to start to have these powerful artificial intelligence systems that can help start running their businesses, anything else.

I think the blockchain hype, at least what it was in 2018, is not what it used to be. I think a lot of people have explored what it can and can't do. And blockchain's always gonna be around, but I mean with quackta coins and all these other meme coins and all this madness, I think there is a large amount of the population that is, I guess, disenfranchised from it. Disenchanted from it. And so we're looking for the proper liquidity providers.

Like, as I was saying earlier about having use cases, you know, micro economies that can provide liquidity into the nexus token. Ideally, we would like to see the same thing with this artificial intelligence. And as I've said earlier, we have massive amounts of idle hardware. Now imagine where, you know, everybody wanting to deploy their own AI has to buy Nexus in order to do so. I think this is gonna generate a huge amount of liquidity and, you know, basically be a petrodollar for Nexus.

And this is something I've been talking about for a long time that we need to find is we need to find something that allows us to, I guess, reach this something that allows us to basically reach this new liquidity that's just this bridge between using it as a currency and it being just something that's a speculative instrument. Bridging that by having utility, and I said this many times, and the utility that we're really I think is gonna be our hot one is, as I said, artificial intelligence and this this network that we're creating. So this is something that I've been doing on the side. Anybody that's concerned, if I'm not spending as much time on Nexus, I'm doing my best to spend, you know, equal time, if not more, on Nexus. Nexus is actually the more important one right now.

This other one that we are working on getting funding for it. And so, you know, we're gonna be seeing that start to come fruition a lot more, but they're quite symbiotic because the more matured this new network we can get that's gonna be built on Nexus, then the more liquidity will drive into Nexus. Kinda like I said, the petrodollar. And so once the markets become more liquid, then it becomes a more viable instrument for currency exchange and using it as actual currency. Until then, our liquidity is based completely on speculation, maybe transaction fees, maybe how people use it, but we want that to be based off of actual use.

And I believe artificial intelligence is going to continue to grow over many decades to come in ways that I don't know if blockchain is capable of doing. But with the combination of the 2 together, I think we have a very, very powerful tool that can solve a lot of significant issues.

Legacy Coins / Hard Fork / Satellites

Anyway, moving forward, hard fork. We are I'm working on this next week as well. What we're doing, we voted on it. There's 16,000,000 coins in legacy. We're gonna truncate. Basically, all of those coins were lost, and that's the difference between the actual coins on Tridium and the coins on legacy. So if you still have coins on legacy, move your coins out.

We're gonna be taking the difference of how many's on Tridium and then the total money supply, and that's going to mint out a certain amount of coins. If you wanna see in the trading channel, we had a vote on it, and everybody really unanimously agreed. We want

to lock a bunch of that away, 10 to 12,000,000, into a kind of satellite war chest, and that's gonna just basically sit in a locked account that'll be unspendable. That will sit there until we reach a certain price point so that we can use that to start to deploy our own satellites. As I was saying in some of the general channel, I'm gonna reach out to the original satellite vendor.

Nexus 1

We spent about \$30,000 on the Nexus 1 and see if they potentially would provide credit. There's no guarantees on that. But ideally, we would like to see, at a certain price point, and this is something that we can all discuss together, what price that we wanna start launching Nexus 1. Generally, satellite vendor has launch services built in or very simply, you just piggyback on a SpaceX rocket. That's what everybody does.

It's not a big deal. It's really easy to do, but I would like to start seeing that in the pipeline at some point in the future so that it can be on our road map. So if you guys wanna start thinking about what price you think we should launch Nexus 1 at, that would be a really good discussion to have. It would be great to have that up. I mean, it's not gonna be an incredibly functional satellite.

It'll, you know, fly over you every once in a while, and you may be able to up and down link data to it. We can do some fun stuff with that as well if we wanna have it, you know, represent something. It may not necessarily be running blockchain per se, but we can do some fun stuff with the satellite. Maybe use it as a an encrypted messaging system, and then it can pick up messages and then deliver them, store them forward, however we wanna do. But that's another important one to put into the pipeline.

As I said, probably around 10 to 12,000,000 that we're gonna be having locked up for a certain price point, and we should develop these price points to know how we're gonna deploy each one of these individual satellites. And, you know, at 25¢, we launched Nexus 1. 50¢, we launched Nexus 2 and 3 and 4, so on so forth, etcetera, etcetera. And as I said, 5.8 gigahertz is what we're gonna be using. That's an ISM frequency.

Nexus 1 prior was a UHF VHF. It stands for ultra high frequency, very high frequency, and it's basically ham radio. And so, yeah, I need an amateur radio license. ISM frequencies, you don't need that. It's a really important distinction, and it's a really important innovation that we're gonna be driving forward with this.

Other Redistributions

So, anyhow, there's also some other redistributions that are gonna be happening. Some of the developers are gonna be paid for some of the back pay. I'm gonna be paid back for some of the, amounts of nexus that I actually put towards the project through, I think it was, like, 2019, 2020, to basically get Tritium over the line and that's really good because we not gonna lie, we've had FOMO in 2021 and the price going up and it's hard for us to get a stack. So I think that'll be really good for everybody to know too that the developers are well taken care of and we're highly motivated. The other things that we're gonna be doing is we're gonna be developing an exchange war chest.

New Exchange Listings

So right now, we have 2 offers for exchanges, MEXC and Digifinix. Now the listing fees are rather large, but the, we're from the what we've discussed with the team, we're gonna be going with m e x c. They have a refundable security deposit. That's gonna be in, USDT tether. So that's gonna be pretty much one of the first uses of some of those funds beyond the funds that are gonna be locked up for satellites.

So that we can get on a really good top tier one exchange. I think that's gonna change an incredible amount of things to be on much more reputable, higher volume exchanges. So that's our primary pursuit. As far as exchanges, then we can start getting into other ones. If you guys wanna get us on Bybit, we need lots and lots of community activity, and we need lots of volume.

So keep telling your friends. Let's keep building volume, keep building liquidity. We'll eventually be able to get to Bybit, but the market makers that we've discussed with said that Bybit is very difficult to get on. And I think they've just been getting bigger and bigger, so it's most likely harder and harder. But we're up for a challenge.

Right? At some point, we'll be able to maintain that. So that's something to look forward to in the future. Something that we're gonna wanna be developing towards. Right?

And I think that's something that I think will be really inspiring for all of us is to have things that we know that we're all working towards. What would also be good is in the community, if there's any bounties or things that you guys believe should be done that could be really cool community activities, please write it in this chat. And let's start building a bounty list, because now that we'll have more of these funds available, we can start building bounty lists, and we can start creating more incentives for other people that wanna get more involved or wanna earn a little bit more nexus. Let's really get that kicking. Having funding

limited as we have for the past 4 or 5 years, as far as the emission has been something that has, been a challenge for us.

But with this legacy unburned, this really opens up a lot of doors for all of these things to be possible that we had once wished to be possible. Now for anybody that's concerned about that, just so you know, these funds are not gonna be hitting the market. Basically, 10 to 12,000,000 are gonna be locked up entirely until a certain price point. And then the developers, the the little stacks that we receive, that's gonna be held. We're gonna be staking that.

We wanna also show we're not here to spend that. That's our stack for as we grow. There might be some liquidity depending on how m e x c uses to use. We have to give them some of the nexus coin as well, with the Nexus. And then we also have to, get Tether.

MEXC Listing Fees

So for anybody that's open to it, we're gonna be doing a crowd fund for the m e x c listing, which will essentially be an over the counter trade to get the listing fees so that none of that touches the market. We don't want to touch the market at all. So figured, all of you guys, you wanna get some Nexus for cheap before we get listed on a tier one exchange. That'll also help us get listed on the tier one exchange. It's a double whammy.

Please, be open to, communicating that. So this will all be happening after the hard fork. Once the code is deployed, we're gonna be doing a test on the test net, doing the hard fork, activating on the test net, making sure everything goes well. And then once we release that wallet update, it's gonna have a time activation. It's gonna be most likely 2 weeks from that point.

Legacy Coins Notice

And that means that you will have 2 weeks, if you still have legacy coins, to move your legacy coins into a trading address. Otherwise, those coins are going to be considered gone. Anybody that doesn't transfer any coins, you have to have a certain measure to know, hey, these coins were, burnt. So that's gonna be our time limit. So between now and when the wallet's released, you've got time if you still are holding on legacy.

And once that is released, we'll put a little timer in the wallet to let you know to make sure that you switch over. And if you use legacy mode, that will also tell you to move all of your coins. Big warning messages. We wanna make sure all of that's clean. There's not gonna be any coin that's minted.

All we're gonna be doing is taking the difference between the actual supply and then the supply that's on Tritium, and that's gonna become the new mint. And we're gonna have it minted in a decentralized way to different addresses and different wallets. And like I said, I'm gonna make a special account for the satellite funding that will be unlockable at a specific hard fork in the future. We're gonna be having more hard forks because we're gonna be adding more features, such as augmented contracts and all of this. So we want to create that assurance so people know that we're gonna get the best of both worlds.

We can recover some of these lost coins, but then in a way, it is not gonna create any negative economic impact. Right now, those coins are already out of circulation. So if we removed them, from the supply list, it's not gonna change our economics in any way, shape, or form. It's just gonna change the psychological belief of it. Since everybody's already pretty well tuned to how much Nexus is in circulation, it would seem silly to not essentially utilize that for all of these purposes that we've described.

Community Poll Results

So as I said, if you wanna verify the poll, it was done in the trading channel. We had actually a very high voter turnout compared to normal polls, and it was pretty close to unanimous in favor. We wanna get our new exchanges. We wanna get our satellites off the ground, and we wanna make sure that all of the people that have been working hard for Nexus are taken care of as well, as they've been taking care of us. So this is been my, progress update for this past week, and I will give another progress upgrade next week.

I'm gonna start taking this format where I tell you what I've done for the week, and then tell you what I'm gonna do for the next week. And then we can compare, and you guys can check and say, hey, Colin. Did you choose this and choose that? And anything falling behind, then we'll push that onto the next week. Ideally, I would like to be knocking out all of these goals for the next week.

Wrap-Up

So as I said, ideally, I would like to see the mobile app pretty much ready to pack and ship. So by next Friday, which means we'd have new betas, and we'll wanna test that out for a week, at least after that, make sure all the bugs are fixed. Get exchanges back online. As I said, removing up ledger, breaking up the indexing database into API and sessions, and fixing some of the, like I said, issues in the the time out for the blocking message to make it block, not based off of when the message is received, but to when it's gonna be finally, when there's a change in the actual state or a new message is received. Because you could have a list of, like, a 100 transactions, and you wanna set the time out based off of each transaction that's received, not after the entire list.

So and then again, the fees asset for the hard fork so that we can dynamically modify the fees and potentially some change state parameters. And within the next few weeks, we're also gonna be getting more clarity on some of these new use cases. And so that essentially wraps us up for this week, and I will speak to you guys