C#으로 블록체인 바닥부터 만들기

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planetarium/libplanet Public

Distributed ledger core in C#/.NET for decentralized online games
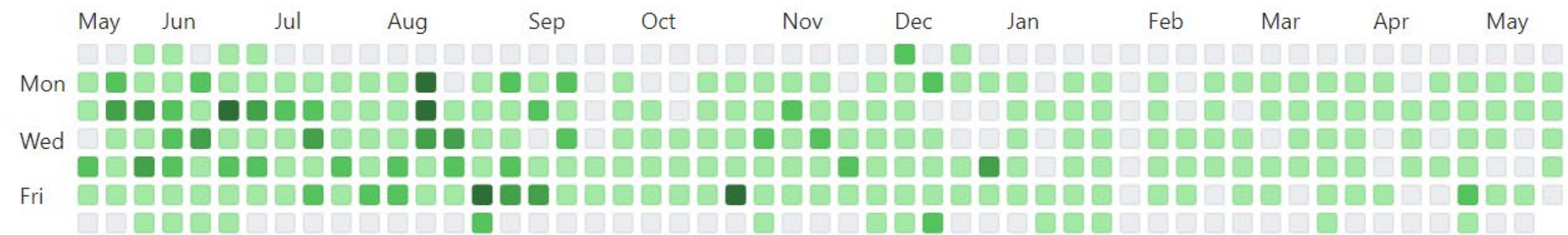
● C#   ☆ 417   ⑂ 113

planetarium/libplanet-explorer Public archive

Libplanet Explorer now belongs to the Libplanet monorepo. This repository remains read-only as historical archive.

☆ 10   ⑂ 22

2,020 contributions in the last year

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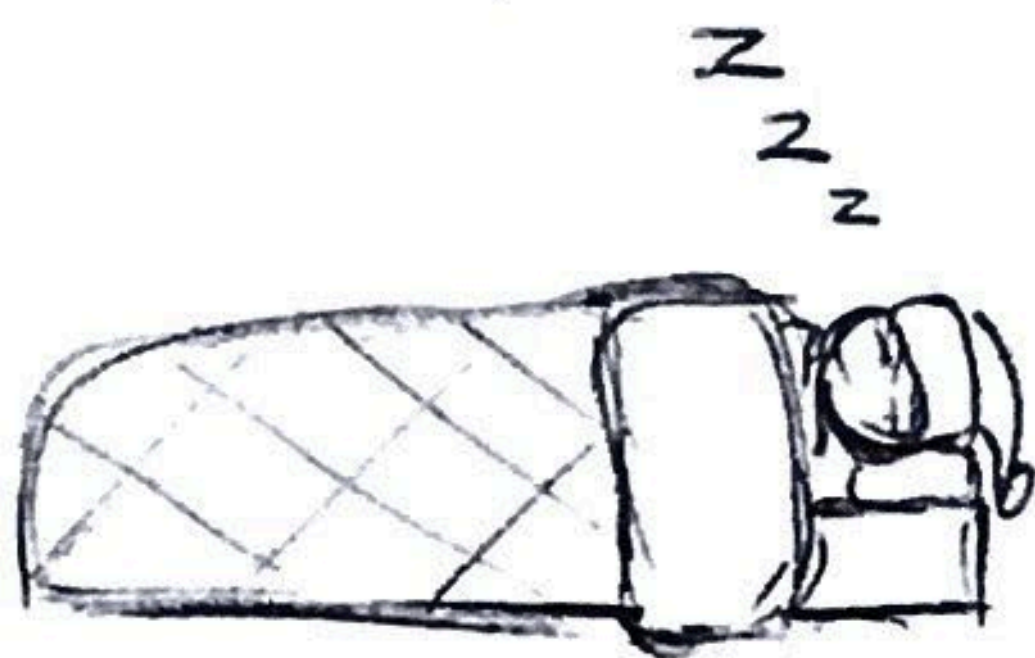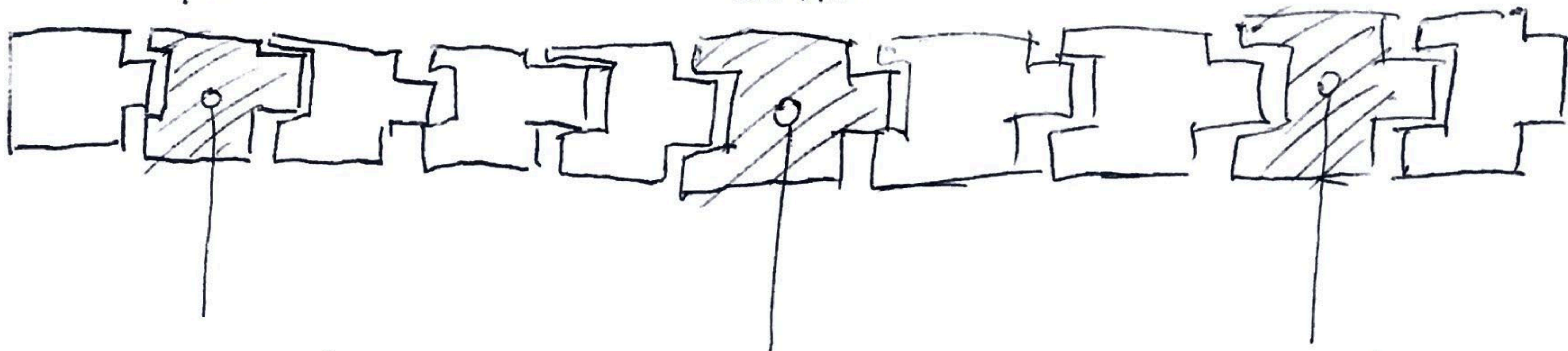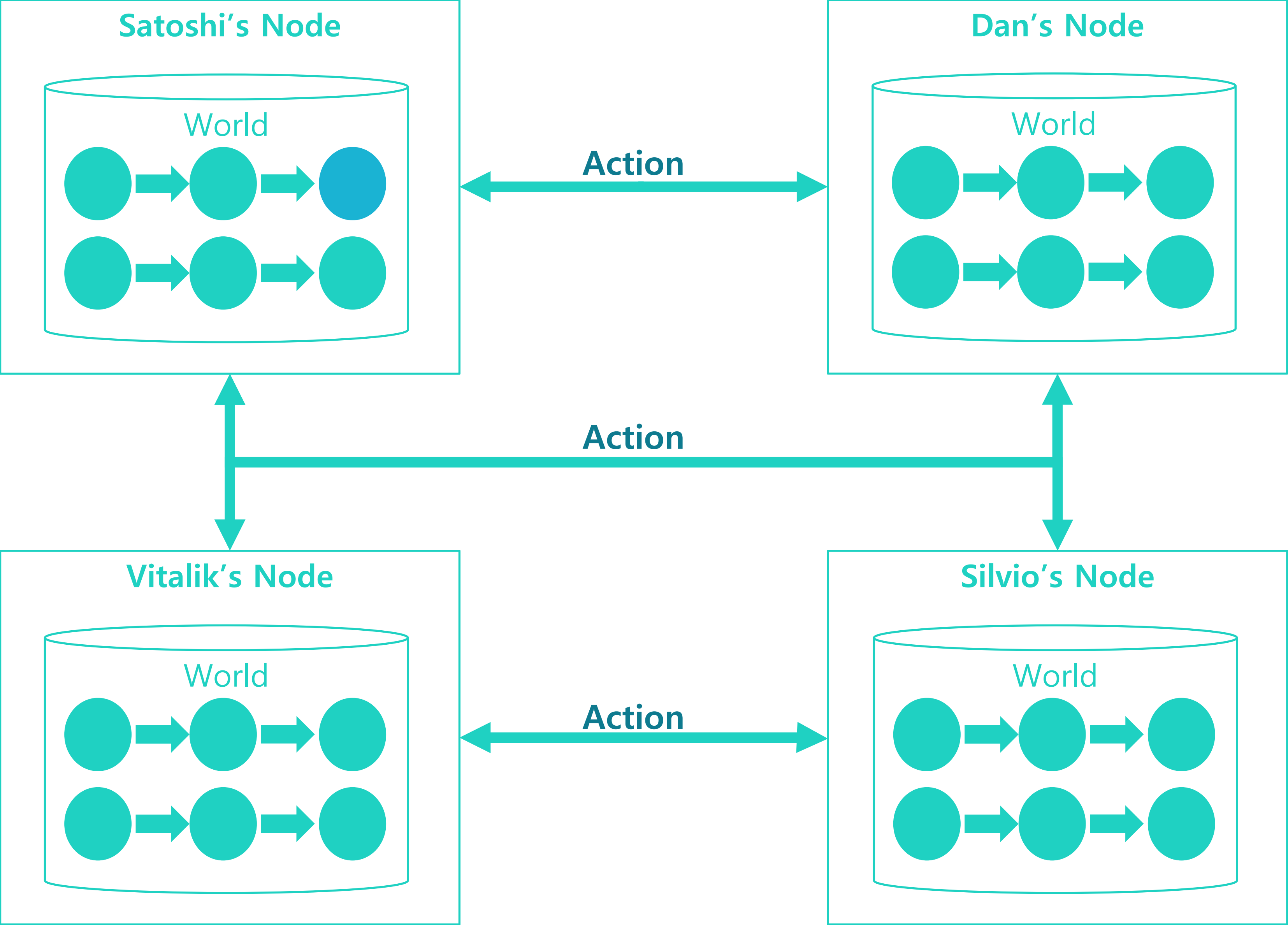
May 2022

Swen Mun
longfin

Edit profile

👥 **55** followers · **12** following

🏢 @planetarium

📍 South Korea, Seoul

✉️ longfinfunnel@gmail.com

🔗 longfin.github.com

2022

2021

C#으로 **블록체인** 바닥부터 만들기

9:00AM

10:15AM

Action Data

Type:	hack_and_slash13
Avatar:	0x787843c995e0f157b672abfa1567f94c5a105965
Id:	0x546df5d31cf1b74b8ef7449d42d3f23a
costumes:	[]
equipments:	["0xaa52dda65e896048866139bff77b73a1", "0x0b02d5b497f13841b9c0473866147508", "0x7d6b2dd2433a314a96c68180fdded75d", "0xcec2d4dc4356f443a57f12821ba6c920"]
foods:	[]
stageId:	17
worldId:	1
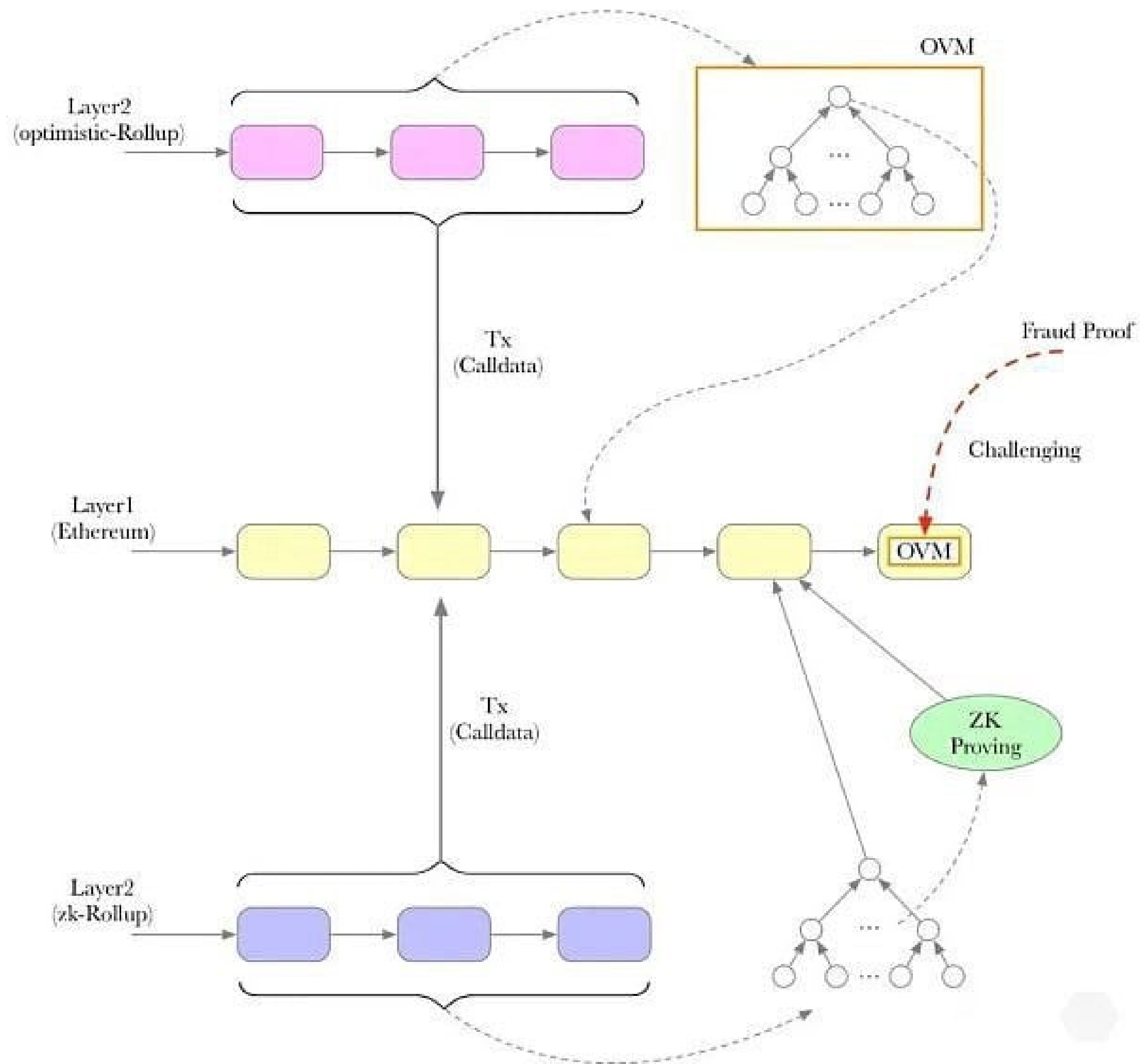
Layer2
(optimistic-Rollup)

OVM

Tx
(Calldata)

Fraud Proof

Layer1
(Ethereum)

Challenging

OVM

Tx
(Calldata)

ZK
Proving

Layer2
(zk-Rollup)

C#으로 블록체인 바닥부터 만들기

最速のC#の書き方 - C#大統一理論へ向けて性能的課題を払拭する
https://youtu.be/Ll3qLdsSbz4

Transporte

Interface

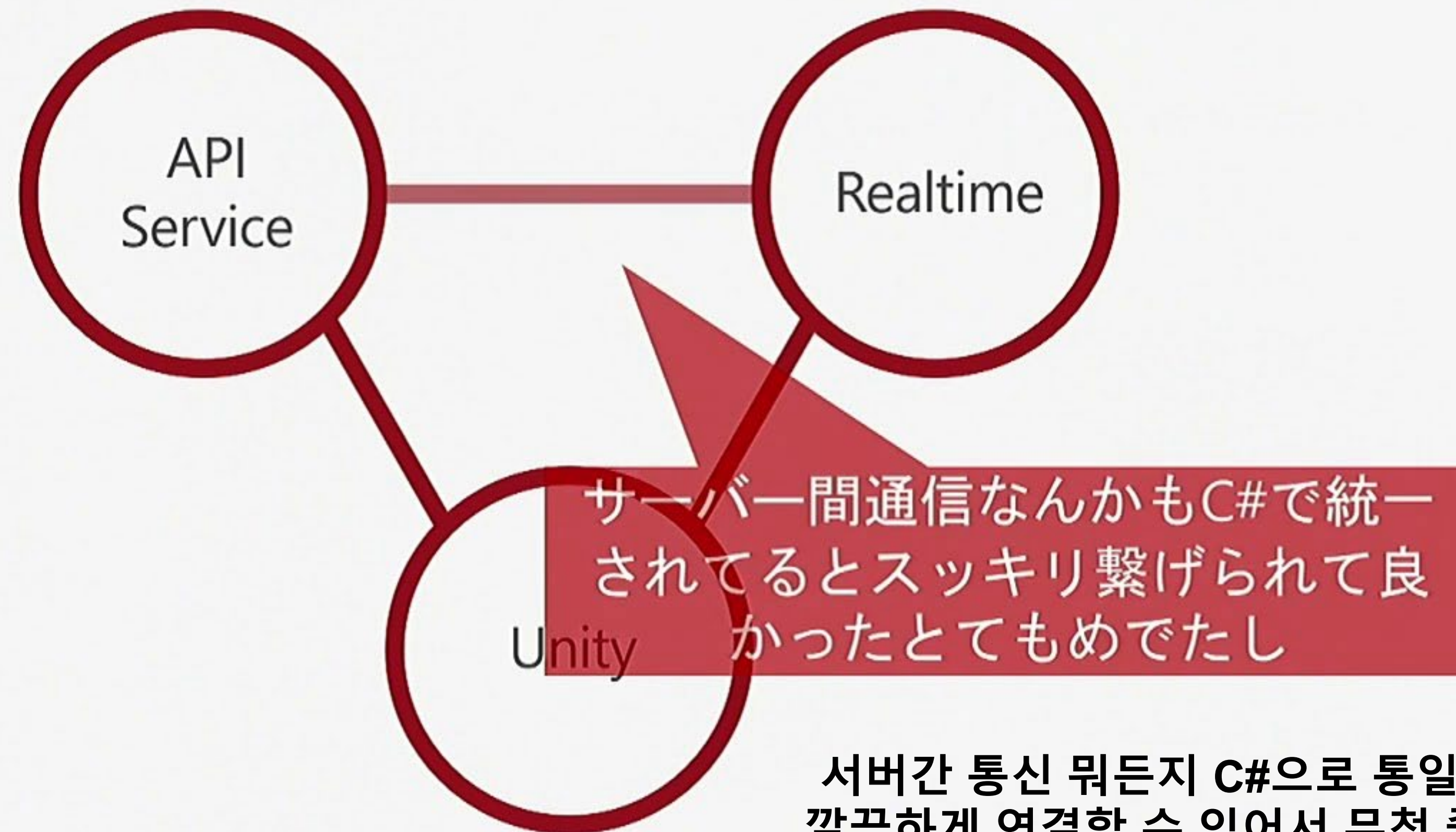|	Browser JS	Node.js	Go	Rust
libp2p-tcp	🔵	🟢	🟢	🟢
libp2p-quic	🔵	⚪	🟢	🟠
libp2p-websockets	🟢	🟢	🟢	🟢
libp2p-webrtc-star	🟢	🟢	⚪	⚪
libp2p-webrtc-direct	🟢	🟢	🟠	⚪
libp2p-udp	🔵	🟠	🟠	🔵
libp2p-utp	🔵	🟠	🟡	⚪

🟢 Done   🟡 In Progress / Usable   🟠 Prototype / Unstable   🔵 Unimplementable / Unsupported   ⚪ Missing

C#으로 블록체인 **바닥부터 만들기**

21 ▓▓▓▓▓ README.md

```
@@ -0,0 +1,21 @@
```

```
 1  + Libplanet
 2  + =========
 3  +
 4  + This is a .NET library for creating blockchain games.
 5  +
 6  +
 7  + Build
 8  + -----
 9  +
10  + ~~~~~~~~~ bash
11  + dotnet restore  # Install dependencies (required libraries)
12  + dotnet build    # Build the whole Libplanet solution
13  + ~~~~~~~~
14  +
15  +
16  + Test
17  + ----
18  +
19  + ~~~~~~~~~ bash
20  + dotnet test Libplanet.Tests  # Run unit tests
21  + ~~~~~~~~
```
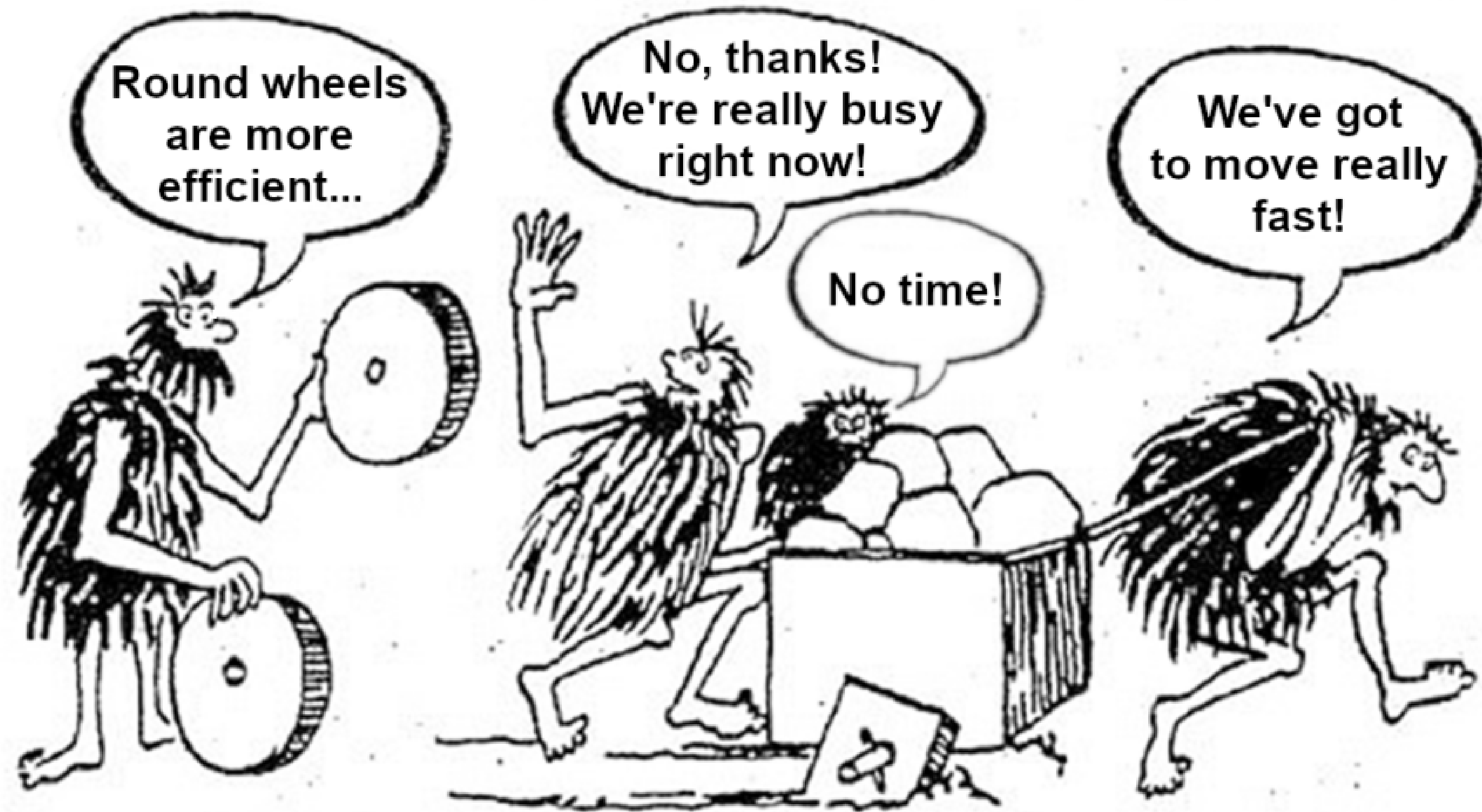
Consequences

Positive

Removing the Type/Height/Round/Index and the BlockID saves roughly 80 bytes per precommit. It varies because some integers are varint. The BlockID contains two 32-byte hashes an integer, and the Height is 8-bytes.

For a chain with 100 validators, that's up to 8kB in savings per block!

Negative

- Large breaking change to the block and commit structure
- Requires differentiating in code between the Vote and CommitSig objects, which may add some complexity (votes need to be reconstructed to be verified and gossiped)
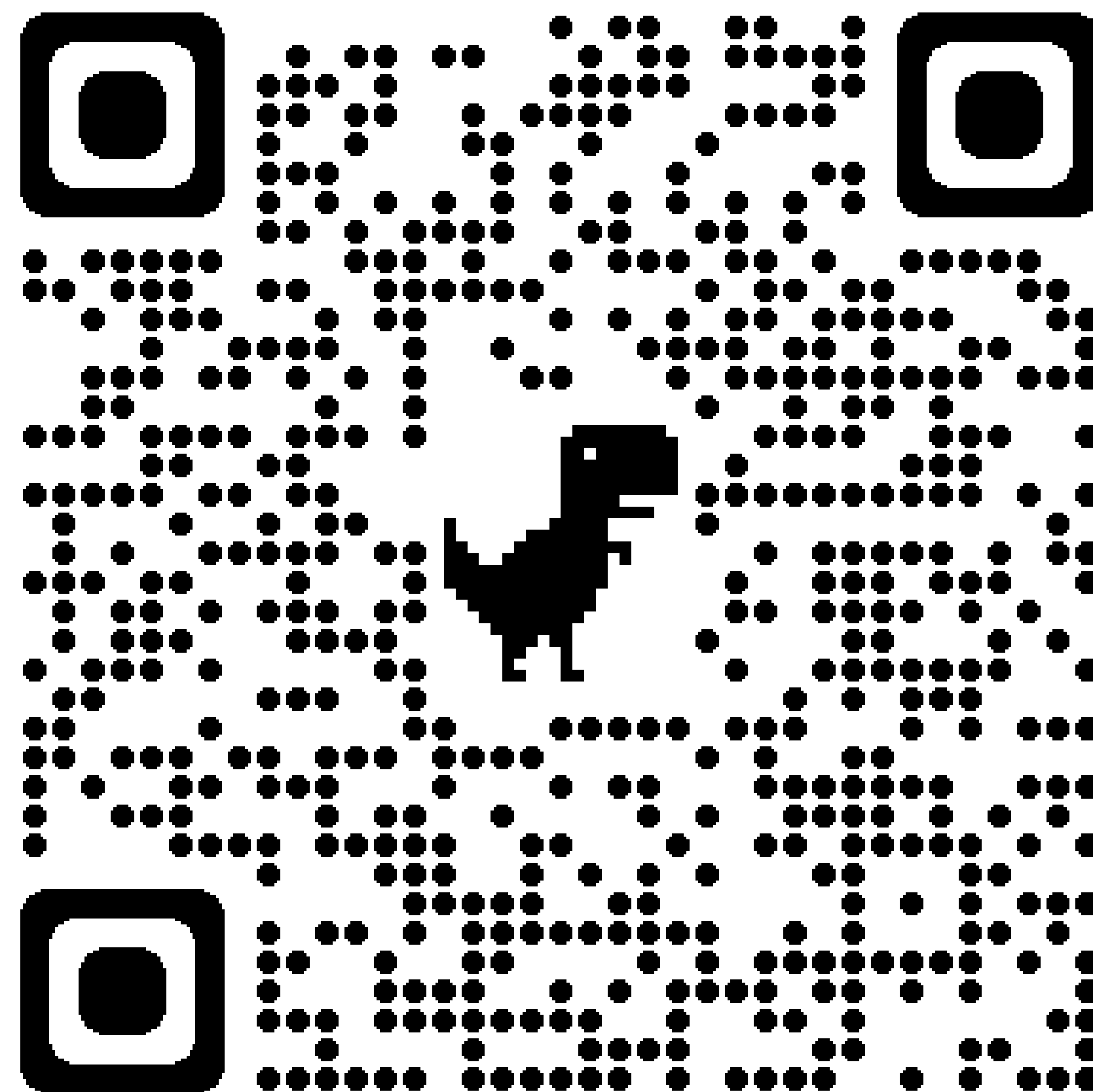
Neutral

- Commit.Precommits no longer contains nil values

WERKZEUG

Flask

Edit Pins ▾   👁 Unwatch 25 ▾   Fork 113   ⭐ Starred 417   ▾

<> Code   ⊙ Issues 208   ⑂ Pull requests 2   💬 Discussions   ▷ Actions   ▦ Projects   ⚠ Security   📈 Insights   ⚙ Settings

⑂ main ▾   ⑂ 8 branches   🏷 100 tags   Go to file   Add file ▾   <> Code ▾

About   ⚙

👤 dahlia Merge pull request #1955 from dahlia/st…	⋯	✕ b5ea757 yesterday	🕐 5,351 commits

Distributed ledger core in C#/.NET for decentralized online games

📁 .circleci	Skip explorer tests since net47 build is not support…	last month
📁 .devcontainer	Recommend GitHub.vscode-pull-request-github	3 months ago
📁 .github	Make the release script more robust	2 months ago
📁 .idea/.idea.Libplanet/.idea	Update JetBrains Rider settings	12 months ago
📁 .vscode	Recommend GitHub.vscode-pull-request-github	3 months ago
📁 Docs	Add Libplanet.Extensions.Cocona to API docs	last month
📁 Libplanet.Analyzers.Tests	Prevent LAA1002 from enumerating sorted contai…	5 months ago
📁 Libplanet.Analyzers	GitHub no more supports unencrypted Git protocol	4 months ago

🔗 docs.libplanet.io/

csharp   unity   dotnet

game-development   p2p   unity3d   net

hacktoberfest   planetarium   libplanet

📖 Readme

⚖ LGPL-2.1 license

⭐ 417 stars

👁 25 watching

⑂ 113 forks

libplanet-dev

검색하기

오후 5:40 이후로 읽지 않...   읽음으로 표시하기 🏷

이러면 보팅 된 거긴 하지 않나요?
@Lime

```
14:56:09:181286Z - Enqueue a rec
14:56:09:181272Z - Enqueue a rec
14:56:09:181492Z - Vote Success(
14:56:09:181493Z - Vote Success(
```

message.txt 5KB

Lime 오늘 오후 3:46
저거 4/4찍히는게 array length라서
항상 4로 나옵니다

suho 오늘 오후 3:46
앗
😢

Lime 오늘 오후 3:47

```
Log.Debug(
    "Vote
Success({Vote}/{Commit}/{To
tal}) NodeID: {Id}, " +
    "Validator: {Address},
Height: {Height}, Round:
{Round}",
    VoteCount,
    CommitCount,
    _numberOfValidator,
    NodeId,
```

#libplanet-dev...

PLANETARIUM — 11

Basix
Visual Studio Code 하는 중

Hong Minhee 👑 ◉
jckim ◉
kimbug
kimsm
💗 iloveit
Lime
moreal
Say
Seungmin
Swen
yang - Planetarium

온라인 — 27
area363
Atralupus
Visual Studio Code 하는 중
Discord → Slack Re... 봇
freeless
goforawalk

#libplanet-code ⌄ https://github.c... 👥 26

로컬에서 멀티플레... 도 많이 짜쳐보이던데...

Today

[discord] <Akamig> APP 3:46 PM
네 제가 입사전에 libplanet으로 한번 만지작 할때 그것
도 해보려고 했는데 결국 못했어요

[discord] <suho> APP 3:46 PM
암튼 하던 이야기로 돌아와서...

이러면 보팅 된 거긴 하지 않나요? @Lime
https://cdn.discordapp.com/attachments/929910863
123591199/977099959658770452/message.txt

[discord] <Lime> APP 3:46 PM
저거 4/4찍히는게 array length라서 항상 4로 나옵니다

[discord] <suho> APP 3:46 PM
앗
😢

[discord] <Lime> APP 3:47 PM

```
Log.Debug(
    "Vote Success({Vote}/{Commit}/{Total}) NodeID:
{Id}, " +
    "Validator: {Address}, Height: {Height}, Round:
{Round}",
    VoteCount,
    CommitCount,
    _numberOfValidator,
    NodeId,
    vote.Validator.ToAddress(),
    Height,
    Round);
```

이걸로 한 번 바꿔서 해보시겠어요?

Message #libplanet-code

https://planetarium.dev/discord

Thank you

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