

Using the Farm :

Deployment:

If using truffle you can simply put your secrets in a file named **secrets.json** then excute

```
truffle migrate --network bsc
```

Deploying with remix:

- 1- Go to <https://remix.ethereum.org>
- 2- Upload `DiamondCheemsInuFarm_flat.sol`
- 3- Compile and deploy

DEPLOY & RUN TRANSACTIONS

ENVIRONMENT

Injected Web3

Custom (56) network

ACCOUNT

0xDB0...8cCa3 (0 ether)

GAS LIMIT

3000000

VALUE

0 Wei

CONTRACT

DiamondCheemsInuFarm - contracts

DEPLOY

_ERC20: 0x7285CB1d50D4f2aa87c08

_REWARDPERBLOCK: 10000000000000000

_STARTBLOCK: 65489121646

_FEEWALLETADDR: 0xDB06f72030bd45598C

transact

Arguments:

_ERC20:

address of rewards token in this case: the DCINU address = 0x7285CB1d50D4f2aa87c0800d02c15DdD9Dbb2638

_REWARDPERBLOCK:

Number of rewards to distribute per block in wei (means if you want to distribute 1 DCINU per block you put $1 * 10^{**9}$ DCINU DECIMALS = $1 * 10^9 = 1000000000$)

_StartingBlock:

startblock number (the block where the rewards will start distributing).

_FeeWallet:

The wallet address where the fee collected from penalties will go.

Funding the Farm:

In Order for the farm to function, it needs to be funded with the rewards token, to fund the farm first approve the farm to spend the rewards token , then call the fund() function

5. fund

amount_ (uint256)

amount_ (uint256)

Write

- Keep in mind that the amount is in wei , so always $* 10^9$ DECIMALS
- Funding the Farm can be done at any time before the end block , and everytime the farm is funded the end block will be pushed to the future according to this formula $\text{Endblock} = \text{startBlock} + \text{funding/rewardsPerBlock}$.

Creating the Pools:

To create a pool call the addPool Function:

1. addPool

allocPoint_ (uint256)

allocPoint_ (uint256)

lpToken_ (address)

lpToken_ (address)

lockPeriodInDays_ (uint256)

lockPeriodInDays_ (uint256)

earlyUnlockPenalty_ (uint256)

earlyUnlockPenalty_ (uint256)

penaltyStakers_ (uint256)

penaltyStakers_ (uint256)

Write

Arguments:

allocPoint_: allocation points this will dictate how each reward per block will be distributed between pools so the rewards per pool are calculated as follow ($\text{PoolRewardsPerBlock} = \text{rewardsPerBlock} * \text{allocationPoints} / \text{Total Allocation Points}$)

lpToken_: the address of the token staked in this pool

lockedPeriodInDays_: the lock period in days (set to zero for no lock)

earlyUnlockPenalty_: the percentage of the penalty on early unstake (capped at 5%)

penaltyStakers_: The percentage of the penalty that will be distributed to stakers (between 0 and 100 so for exemple if you want 50% of the penalty collected to be distributed on the stakers then put 50 and other 50% will be sent to the feeWallet)

- The front is configured to have 2 farms the first one for DCINU and the second one for DCINU-BNB Lp Token, if you want to adjust the front look in `/src/ web3Utils/ farmConfigs.js`