It is being considered that in order to have a tx hash reliably produced on the client side we would always inject an additional nullifer as a first nullifier of a tx and this nullifier would be used as tx hash (tx id).

We discussed in a call that this nullifier would be injected even for txs which produce “real” nullifiers because a “real” nullifier would not capture the effect of the whole tx. I don’t fully follow why that is an issue given that the tx hash is only used to identify a tx (am I mistaken here?). Is this really an issue?