## **EQ Fee Projection**

The EQ fee can be calculate from onchain data. Below is the code we use to project the EQ Fee on the UI. If your curious about more details to swap math take a look<u>here</u> .

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Copy functiongetEquilibriumFee(\_idealBalance:CurrencyAmount, \_beforeBalance:CurrencyAmount, \_amount:CurrencyAmount, \_fee:FeeLibraryV02 ):{ eqFee:CurrencyAmount; protocolSubsidy:CurrencyAmount} { constafterBalance=\_beforeBalance.subtract(\_amount)

letsafeZoneMaxCurrency=\_idealBalance.multiply(\_fee.delta1Rate)
constsafeZoneMax=newFraction(safeZoneMaxCurrency.numerator,safeZoneMaxCurrency.denominator)
constsafeZoneMinCurrency=\_idealBalance.multiply(\_fee.delta2Rate)
constsafeZoneMin=newFraction(safeZoneMinCurrency.numerator,safeZoneMinCurrency.denominator)
constproxyBeforeBalanceCurrency=\_beforeBalance.lessThan(safeZoneMax)?\_beforeBalance:safeZoneMax
constproxyBeforeBalance=newFraction(proxyBeforeBalanceCurrency.numerator,proxyBeforeBalanceCurrency.denominator)

if(afterBalance.greaterThan(safeZoneMax)||afterBalance.equalTo(safeZoneMax)) { // no fee zone, protocol subsidezes it eqFee=\_amount.multiply(\_fee.protocolSubsidyRate) protocolSubsidy=eqFee }elseif(afterBalance.greaterThan(safeZoneMin)||afterBalance.equalTo(safeZoneMin)) { // safe zone eqFee=getTrapezoidArea(\_amount.currency,\_fee.lambda1Rate,ZERO,safeZoneMax,safeZoneMin,proxyBeforeBalance,afterBalance) }else{ // danger zone if(\_beforeBalance.greaterThan(safeZoneMin)||\_beforeBalance.equalTo(safeZoneMin)) { // across 2 or 3 zones // part 1 eqFee=eqFee.add( getTrapezoidArea(\_amount.currency,\_fee.lambda1Rate,ZERO,safeZoneMax,safeZoneMin,proxyBeforeBalance,safeZoneMin) ) // part 2 eqFee=eqFee.add( getTrapezoidArea(\_amount.currency,\_fee.lambda2Rate,\_fee.lambda1Rate,safeZoneMin,ZERO,safeZoneMin,afterBalance) ) }else{ // only in danger zone // part2 only eqFee=eqFee.add( getTrapezoidArea(\_amount.currency,\_fee.lambda2Rate,\_fee.lambda1Rate,safeZoneMin,ZERO,\_beforeBalance,afterBalance) ) } } return{ eqFee, protocolSubsidy, } }

<sup>&</sup>quot;" Previous Cross Chain Swap Fee Next Function Types Last updated7 months ago On this page