

Greetings community,

I want to broach a sensitive topic. Shockwave Delta has been on Pulsar-2 since 9/11/2022 and plans to be released on 9/21/2022 assuming the on-chain proposal passes. Additionally, during the set-up of Shockwave testnet on Pulsar 2, the L1 went down.

Currently, developers on Secret Network have ~10 days to discover any breaking changes to smart contracts and/or front-ends on the pulsar-2 testnet.

As an example, Shade Protocol and Stashh both encountered a bug tied to CosmWasm 1.0 that changed how time is treated (and how backwards compatibility worked for 0.1 contracts). If this bug would not have been spotted on testnet, Stashh auctions & ShadeBonds would have been fundamentally broken post Shockwave Delta upgrade.

What other potential bugs exist on the contract or secretjs level?

Additionally, due to changes in SecretJS, various front-end APIs may break entirely with the new changes (some due to the reliance on GripTape). This may be resolvable during the next 10 days, but it does represent a potential risk.

Observations: SLABs has done incredible work getting Shockwave Delta onto testnet - this upgrade is the beginning of empowering Privacy-as-a-Service and will bring SNIP-20s to the entire Cosmos. This upgrade is MASSIVE and extremely impressive.

However, there are potential risks of going straight to mainnet. If that is the consensus of the community (and the vote is already live) then that is what will happen. But in good conscious & in good faith I wanted to start this thread in order to bring visibility to some of the concerns surrounding testing.

Here is a list of recommendations from easiest to hardest

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- For all upgrades moving forward, there should be both an alpha and beta testnet so that at any given moment there is always a testnet that reflects the current state of mainnet
- Adequate time is given for apps to transition their front-ends and for developers to stress test contracts and configs of the update (at least an entire month)
- Mainnet be delayed

I would advocate that we delay Shockwave Delta in order for there to be more thorough testing from the various applications to ensure that there is a smooth transition from apps that are based on CosmWasm 0.1 to 1.0.

Counter points to my recommendations:

- As an L1 and as a set of dApps we don't have the luxury of waiting. We simply exist in too competitive of a space, and the dApps should just deal with it.

Long live privacy, looking forward to your feedback and the discussion.

-Carter Woetzel