## For Developers

A list of commonly asked questions by developers For quick answers to questions join our TG Chat: Join the Hook Dojo!

## **General Questions**

\* When will the V4 be live? \* \* This is dependent upon the Cancun upgrade for EIP-1153 and then subsequent audit process. \* What license is Uniswap V4 code listed under? \* \* The primary license for Uniswap V4 Core is the Business Source License 1.1 ( \* \* BUSL-1.1 \* \* ), see \* \* <u>LICENSE</u> \* \* . Minus the following exceptions: \* \* \* \* \* <u>Interfaces</u> \* \* \* have a General Public License \* \* \* Some \* \* <u>libraries</u> \* \* \* and \* \* <u>types</u> \* \* have a General Public License \* \* \* \* \* \* <u>FullMath.sol</u> \* \* has an MIT License \* Can I apply for a Grant for my hook/V4 idea? \* \* Yes! You can apply for a grant through the \* \* <u>uniswapfoundation.org</u> \* website. Please check on the \* \* <u>RFP grants</u> \* \* for a list of grant ideas that we are looking for! \* How do I contribute to the V4 Code? \* \* Contribute directly to the V4 codebase reviewing the guidelines \* \* here \* \*!

## **Development Questions**

For quick answers to development questions join our TG above, or ask in our <u>discord</u>!\* Does Uniswap V4 use the same patterns and formulas as Uniswap V3? \* \* Yes! You can learn more about Uniswap V3 \* \* <u>here</u> \* \*!\* Can you simply take() earned fees? (fees that have already been collected after position was touched) \* \* The burn creates a positive delta, which can include all the fees (doesn't have to). You can then take those. I don't believe there is uncollected tokens like previously. \* Why are Uniswap V4 functions not preserving caller context when making calls to hook? It will unveil some powerful functionalities in hooks to include caller context. Or is there any other ways to address that context? \* \* You can get the caller as the current locker. <u>Hooks -Previous Dev ResourcesNext- Stay Updated Socials</u> Last modified6mo ago On this page General Questions Development Questions