

Manifold Finance: 2022.09.20 Q3

Quarterly update

SecureRpc

SecureRpc Relay v1.0 is being planned, here are some of the major points.

Proposed new RPC Methods

Planned for production support, working

eth_multicall

eth_estimateGasBundle

eth_submitRawBlock

Proposed, pending specification finalization and requirements

eth_watchCall

tx_simulateSwap

trace_replayTransactions

Relay and Builder

- Track expired block submission rate
- Track rejected block submission rate
- Track ephemeral datasets
- Track custom metrics

Network Improvements

- Transaction Status and Error reporting issues, visibility tracing
- New API to expose fetching these requests
- Attnet Peering Improvements

Fee Monitoring and collection

Ware provisioning discofees.eth

/ discofees.com for tracking validator profits and fees coming to us from the relay and builder processes.

Transaction Receipts

We are planning on taking this with the Network Improvements: Tx Status improvements and providing a new block explorer that will be brandable by wallets and Dapps involved with OpenMEV.

Other updates

Sushiswap frontend release this week, expect the router to go live afterwards!

A new update to the router will include support for sourcing liquidity from other markets, this is part of 'Switchboard'. We will be using it to offer better trading execution for FOLD token (this means better pricing and cheaper costs!)

We are exploring integrating with a 3rd party to provide block building optimizations, more details soon!

Staking V2 technical preview before the end of the month

Items for community consideration

1. Searchers and FOLD: allocate a % of tokens to searchers interested in workin together with us. Either same terms as currently offered in the funding round or offer specific terms only to searchers.
2. Graffiti message, wat do?
3. Platform fees: How should fees be distributed? How much of a cut should builders, proposers, relays and validators split? What about DApps?

Please discuss these 3 items in this thread or opening a new thread!