

Forum:[Hack Forums](#)

Thread: [Suggestions & Ideas For Contracts](#)

Kill Joy - May 3, 2019, 3:15 pm

Only had 1 vendor give feedback to this, so posting it here for everyone. I also added one more thing.

These are just some ideas I have had. I'd like to know what other people think and would like to see what other ideas and suggestions people have for contracts.

Contract Progress

If you are creating a contract and choose to start it but there is already one initiated from before, you get kicked back to the first contract page where you fill in the thread TID and payment address. This means you have to fill in the information again. It would be great if we didn't lose what we already inputted. This is from a mobile perspective. I am not sure how it is on Desktop.

Create Terms of Service Templates

Select a TOS template from a dropdown menu so we do not have to copy/paste or re-type a new TOS every time.

Re-Issue (Expired) Contracts

Self-explanatory. Allows us to re-issue contracts that have expired and perhaps even have been completed but have the same exact details.

Cancel Active Deal

If an approved and active deal, which expires days down the road, falls through for the original amounts detailed in the contract, allow us to cancel the contract (has to be approved by both parties). This idea wouldn't be needed if the idea directly below was implemented.

Make Amendments

Allows us to make changes to the price, payment method, and address. If not all of those, just the price would be great. Upon doing so, the other party will receive a PM from Help Bot asking for them to accept the Amendment. Denying the Amendment does not deny the whole contract.

TXIDs (This is mainly for cryptocurrency)

Clickable TXIDs. Allows us to click the TXID links for blockchain explorers.

Sub ideas:

Inputting the TXID hash only will auto-populate a link to <https://blockcypher.com> This is better than Blockchain.com's explorer as it has a confidence percentage if the transaction will go through or be dropped from the mempool. This helps people who don't understand low BTC fee scams.

I haven't looked at their API to see if it's possible to just include the confidence percentage for being confirmed.

Last sub idea is, include [# confirmations] in the contract.

Dorrance - May 3, 2019, 3:20 pm

I like the suggestions, I feel that both parties should have to agree on changes to the contract.

Unexplained - May 3, 2019, 5:18 pm

These are all really solid ideas. I've come across multiple instances where these features would be incredible to have.

Omniscient - May 5, 2019, 4:59 pm

Contract Progress - I asked Xerotic to fix that weeks ago. He'll get around to doing it eventually.

ToS Templates - This is a good idea but more complex than you think. Vendors already have Contract Templates which should include the ToS. For everyone else I think the concept can be confusing. It's a worthy idea but it's not a simple thing to implement.

Re-Issue Contracts - I suppose you mean to reuse one that's completed. I think that's dangerous because a mistake could be made where the old payment address (BTC address) might not be accessible. Safer imho to just redo a new Contract. Vendors have Templates anyways so this feature would be more about non-Vendors which I don't want to implement them for.

Make Amendments - Having Contracts static and uneditable is important. If we did amendments we'd have to do the Accept/Deny again too. Seems a lot of work and possible problems.

TXIDs - The issue is that we have different payment transaction types so we could try to do this but it's not likely going to be accurate in cases where the TXID is not ETH or BTC. So while it is possible to include a link it's also not just as simple as providing one. We have to parse transaction ID to see which link it should be and even then it's not guaranteed to be accurate. It's best imho that members look at the data themselves and decide what to do. If I use a BTC address I already know I got the payment because I always use fresh addresses.

#Confirmations - Same issue as TXIDs and we'd also have to use an API. Possible to do but is the benefit big enough? I don't think so.

B FOR BADASS - May 5, 2019, 10:49 pm

(May 5, 2019 04:59 PM)Omniscient Wrote: [CITE](#) Contract Progress - I asked Xerotic to fix that weeks ago. He'll get around to doing it eventually.

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#Confirmations - Same issue as TXIDs and we'd also have to use an API. Possible to do but is the benefit big enough? I don't think so. Can we have a HF based/owned automatic payment processor/autobuy integrated to contracts so that third party websites like selly etc aren't needed. It will be helpful and I will happily donate for it. Thanks

Hopsin - May 9, 2019, 12:36 pm

(May 5, 2019 10:49 PM)B FOR BADASS Wrote: [\[CITE\]](#) Can we have a HF based/owned automatic payment processor/autobuy integrated to contracts so that third party websites like selly etc aren't needed. It will be helpful and I will happily donate for it. Thanks

That would be cool but I don't think it will ever happen. I might be wrong though ?

webdev77 - May 11, 2019, 6:27 am

(May 5, 2019 10:49 PM)B FOR BADASS Wrote: [\[CITE\]](#) Can we have a HF based/owned automatic payment processor/autobuy integrated to contracts so that third party websites like selly etc aren't needed. It will be helpful and I will happily donate for it. Thanks

<https://hackforums.net/showthread.php?tid=5967970>

I don't think that's possible.

Jombah - May 11, 2019, 12:32 pm

The ability of being able to edit templates would be extremely helpful

If you use selly.gg there are going to be updating their links, so you have to get new ones now. Previous ones will soon not work.

Omniscient - May 11, 2019, 12:35 pm

(May 11, 2019 12:32 PM)Jombah Wrote: [\[CITE\]](#) The ability of being able to edit templates would be extremely helpful

If you use selly.gg there are going to be updating their links, so you have to get new ones now. Previous ones will soon not work.

Just copy/paste into new template. The ability to edit a template is something you will never get because it represents a problem where edited templates can alter Contracts.

I've said this over and over again too. You cannot edit Contract Templates. Don't suggest it again.