

Forum:[Hack Forums](#)

Thread: [Handling Bulk Transactions](#)

Euro - April 10, 2021, 9:41 pm

$(i \times 148) +$
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The formula for calculating a transaction fee poses a potential issue for the way I would operate deposits within my game and I would like the opinion of anyone more experienced in blockchain development.

Assuming each player has their own address with the unspent values, how do I move these values without creating a deposit fee issue?

My first thought was to create a ledger and use this to cross reference with the game database, have it send all unspent values at a very small fee (about 50 sat per kb), to one main distribution address and allow withdrawals only when this has cleared, but this will end up adding an extra fee to the players.

I noticed an rpc command aptly named move that is deprecated, was this function eliminated or replaced? I can't find a replacement method for it.

I also assumed that I could simply transfer the addresses owned between players, but this would result in single use addresses.

Thoughts? Suggestions? Ideas?

Edit: Couldn't find appropriate section, mods move to appropriate area if you need to

Euro - April 11, 2021, 12:12 am

(Apr 10, 2021 10:50 PM)Focus Broken Wrote: [\[CITE\]](#) The best way to manage deposits as a custodian is to combine low value inputs during the weekend/nighttime when fees are lowest, that way you aren't using up more block space than necessary for withdrawals during the week/daytime when fees are higher.

Base chain is probably uneconomical to use for gaming, because player deposits will likely be very small, which is more suitable for lightning Bitcoin transactions instead since you get the perks of Bitcoin and it avoids the hassle of fees or waiting for a 10 minute confirmation. Check out some Bitcoin games that use the lightning network and see if that fits your use case better:

<https://lightnite.io/>
<https://satoshis.games/>
<https://lngames.net/>

This is plausible but would deny users the ability to withdraw their funds until said transaction has confirmed in the ledger database.

I figured it would be uneconomical for gaming nowadays however development started before bitcoin had shot up in value and was approximately 10-12k per coin, so the option would remain for larger deposits and the same mechanics apply across the board for any coin, whether litecoin or dash.

Would a retention time be acceptable do you think? If I made players wait 3 days from the point of a deposit to withdrawal? Or do you think this maybe a major deterrent? I could possibly introduce a concept of an adjustable deposit fee, if you want to be able to play immediately, pay a higher rate. Unfortunately this still means I wouldn't be offering a 1:1 deposit rate and would require a "pooling fee".

I'm avoiding the lightning network as I am not fully experienced in blockchain development right now, and would much prefer to lay down the basics as they apply to multiple currencies before looking into alternative currencies.

T0Bi - April 11, 2021, 4:12 am

Imo you shouldn't use Bitcoin (Layer 1) for things like this. It won't be worth the hassle and players definitely won't pay the high fees or wait hours/days for withdrawal.

If you want to use BTC, try a Layer 2 solution. If it doesn't have to BTC there are several better alternatives.

May I ask what engine you're using for your game?

Euro - April 11, 2021, 4:27 am

(Apr 11, 2021 04:12 AM)T0Bi Wrote: [\[CITE\]](#) Imo you shouldn't use Bitcoin (Layer 1) for things like this. It won't be worth the hassle and players definitely won't pay the high fees or wait hours/days for withdrawal.

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May I ask what engine you're using for your game?

Thank you, I have taken both responses into consideration and have found it possible to use the lightning network with some integration, which will solve my issues.

I am using Unity, although my integration for cryptocurrency remains a proprietary secret.