

Forum:[Hack Forums](#)

Thread: [Making a coin/token](#)

just - July 1, 2024, 7:20 am

I don't know if this is the right place to post a thread, so I apologize in advance. I'm thinking of creating a cryptocurrency (either a coin or a token) as a hobby project. I have knowledge with python, c/c++ and some networking, but I wanted to ask where should I start and what are some things to take into consideration when making one? I don't have sufficient knowledge to create a functioning blockchain, so a coin might not be the call, but nevertheless I am eager to learn and to create.

The question basically is; what is the framework to get started with a token - how can I get started with a token, what do I need to do/create? I know I have to market etc ofc, but rather what are some specific technical requirements?

Sorry for the non-cohesive text, I am not a native speaker. I hope to spark a discussion, and would love to get insights/help from you guys! Thanks in advance!

UltraexTrader - July 1, 2024, 10:12 am

It really depends on the network you plan to create it on - SOL/ERC-20 or BSC (Fees are different too)

just - July 1, 2024, 10:37 am

(Jul 1, 2024 10:12 AM)GMPr0x Wrote: [\[CITE\]](#) It really depends on the network you plan to create it on - SOL/ERC-20 or BSC (Fees are different too)

Was thinking on ERC-20 because documentation is better (I assume), and also there is more help available. Although gas fees are high, and Solidity is hard. I'm quite novice with these, so I was thinking is there a way to create a token with the programming languages mentioned above (python, c/c++) or do I need to make a blockchain then?

Thanks for the reply!

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Thanks for the reply!

Also, now comes to mind creating a token on top of Algorand blockchain. How hard would this be in computing hours wise? I'm not looking to create a perfect token, just one that functions for my own curiosity.

UltraexTrader - July 1, 2024, 12:52 pm

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If I'm not mistaken you need like 2-3k\$ in order to create a token on the Erc-20 network.

Key - July 1, 2024, 1:15 pm

If you are planning to make a good token with a future plan, then you need a budget.

If you are looking out to test or anything for fun, use pumpfun it costs around 5\$ I believe to create a token, it takes instant with pumpfun.

Good luck on your project.

just - July 6, 2024, 4:07 am

(Jul 1, 2024 12:52 PM)UltraexTrader Wrote: [\[CITE\]](#) If I'm not mistaken you need like 2-3k\$ in order to create a token on the Erc-20 network.

Hello, thank you for your reply.

Indeed, it's very expensive on ERC-20. However, during the last 4 days I have been doing research, and I have come to conclusion, that launching a token on Solana Network is the best option in terms of simplicity, documentation and my goals.

Neal Caffrey - July 7, 2024, 3:18 am

(Jul 1, 2024 12:52 PM)UltraexTrader Wrote: [\[CITE\]](#) If I'm not mistaken you need like 2-3k\$ in order to create a token on the Erc-20 network.

You are mistaken

If you want to make a coin, go learn Solidity (if you're a good C++ developer, you'll pick it up very easily). If you don't want to pay ridiculous network fees, go test it on a testnet chain like Sepolia or on a cheaper chain like BSC.

AVNTeller - July 7, 2024, 7:19 am

This sounds really cool

xPlutus - July 7, 2024, 4:06 pm

If you're looking to launch a project that will survive, you:

Put €5k in liquidity and burn / lock it.

SOLANA:

Buy 80% of the supply (€20k) if you're planning on solana (so you can do automated marketmaking and liquidate those tokens once you get yourself listed on a CEX like bitmart or MEXC

ETH:

Put 5 to 10k in liquidity and lock it for 365 days

Buy at least 60% of the supply

Set a 1% buy and sell tax

Make sure to create a contract with a tier 1 2 3 4

Tier 4 being 30% buy tax

Tier 3 20%

Tier 2 10%

Tier 1 1.5% buy and sell

For ETH you have to do pre-launch marketing so you get at least 300 people in the chat waiting to buy bags (if you don't have enough people, the tiers don't go down in time and dexscreener will flag your token)

The tiers are essentially a way to get your pre-launch marketing investment back + some additional profit.

Hope this helps.

PS, these are the costs that we use +- for launching.

You can do lower of course, but w/o any marketing funds / strategy for post-launch, it's very hard to keep the token alive.

Pps, learn solidity, and the solana CLI

just - July 8, 2024, 1:23 am

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Thank you for your informative answer, will surely look more into what you said!! Rn I am thinking about buying mID, and since raydium is expensive imo (2,7-3 SOL) I have been looking for better alternatives, ex openbooklab, where mID is ~0.2 SOL. According to my knowledge, openbooklab is just a protocol / fork of FTX, and it is community driven and also open source, so should not be a scam or anything? I can be mistaken about this. Also I am thinking of doing a presale, but still learning about details such as platforms like pinksale, and other things related to them.

xPlutus - July 8, 2024, 3:28 am

Correct, opennooklab is a great solution!

When doing a presale, best to do kyc as well.

SIM-5084040 - July 10, 2024, 6:39 am

(Jul 1, 2024 12:52 PM)UltraexTrader Wrote: [\[CITE\]](#) If I'm not mistaken you need like 2-3k\$ in order to create a token on the Erc-20 network.

Where did u get "\$2K-\$3K". its not that much

xPlutus - July 12, 2024, 1:29 am

(Jul 10, 2024 06:39 AM)SIM-5084040 Wrote: [\[CITE\]](#) Where did u get "\$2K-\$3K". its not that much
You can make a coin for a dyme lol, but without you putting in enough liquidity, the coin will be too volatile. Buy and sells will have a huge impact on the chart. If you snipe 90% and don't sell, then all good the impact will be somewhat less. But still, put enough liquidity, attracts more people

Omniscient - July 12, 2024, 1:19 pm

Some good shared info on this thread.

My take is that you don't use ETH. Which is a testament why ETH itself isn't a market winner. New tokens are being issued on other platforms. ETH is too expensive. You can go SOL or TRX imho. I'd stay clear of BSC but maybe if you plan on being a rug-pull then that's actually the best way to go. I'm not a fan of a centralized version of Ethereum network.

If you just want to do some hobby shit, you should probably just go with the cheapest solution. No sense in dropping a few K for experimenting.

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Ton is very good to launch coins on as well, imho sol is the way to go.

Like omni said, don't put a few thousand in to your experiment coin, if you don't have a lot of funds, go for pump.fun

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I have been doing a lot of rc on pump dot fun, mainly trading using tg bot and looking into creating a token. However I have noticed, that you don't easily get to decide your circulating supply. Ofc your initial liquidity matters but like I said, I don't plan to spend too much on this. It raises a problem for me, which is that other ppl can buy relatively large amount of the supply, maybe even pump the price and then they can sell everything, kind rug-pulling me in the process :D I know that I can limit how much a wallet buys, but I can't control if the same user creates multiple wallets and practically buying the whole supply. Maybe it's a feature, not a bug. I don't think many people would like to do this.

I know this is a far reached concern, but interesting imo and would like to hear your opinion on this :D

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(Jul 13, 2024 02:56 AM)xPlutus Wrote: [\[CITE\]](#) The only solution to this is using a pump.fun bundler where you will snipe the majority of the supply with multiple wallets.

Okay mate, thanks for the insightful tips!!!

