

EOS Support feedback D.U.N.E.

Respondent #1: “Anything new implemented? Bucky promise debugger and unit tests examples”

Respondent #2: “Hello! i will try!”

Feedback “not tested D.U.N.E.”

Respondent #3: “Hi Randall, I haven't had a chance to try Dune but I've used Docker for other projects and it's not ideal, it slows my computer down and consumes RAM, especially for M1 macs there is additional CPU load for emulation unless the image is designed for ARM. Actually I've been exploring the typescript SDK built by the proton team <https://docs.protonchain.com> and it's likely this is how I'll build future contracts, I also like the easy tests integration it's much more simple than CDT or clsdk. At this point we are trying to avoid docker if at all possible, most likely we will be using the proton sdk typescript workflow. ”

Respondent #4: “It looks nice! I am mostly a linux user so nodeos works fine, but I will definitely try it out and let you know my thoughts. Thank you for the following up. I haven't been doing much smart contract development as of late, but I am going to do so in our next project. It's kicking off soon and I will be trying out dune for that. I will try to keep in touch.”

Respondent #5: “Hi Dario! Yes I'll have a look at it, right now i'm not using cleos, keosd and so on to much because i've setup a few scripts that run the command I need with one click 🙌. I've low free time. Hope to find some to try it, I'll let you know as soon as i'll do. But my usage of Cleos and so one is very basic, just to compile/deploy contract”

Respondent #6: “Hey, I have not set up nodes before so there would be no valuable feedback from me. I'm into development of contracts and as I understood from one of the calls Dune at this point is not very useful for that. I've recently tried using James' tool (<https://www.youtube.com/watch?v=YZmTEuOdffs>) to write/compile contracts and it pretty good and seems the best option there is right now.”

Feedback unrelated to D.U.N.E.

Respondent #7: “we can run on eosio if you have \$2 000 000. first in the world onchain actions fps shooter. unreal engine 5 nanites dlss. at current time working on coffe (eosio fork). See wardefi_pitchdeck.docx. <https://www.datocapital.es/empresas/CHAINS-CORE-CORPORATION-SL.html> <https://wiki.coffe.io> <https://history.coffe.io/v2/docs/static/index.html> <https://resurces.com/account/testrealnft> ”