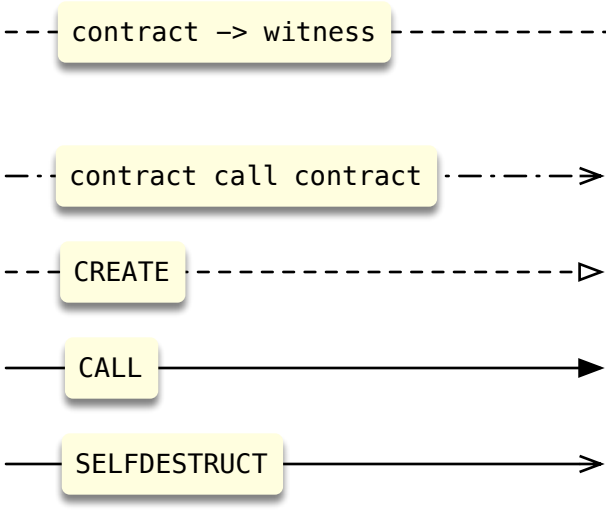
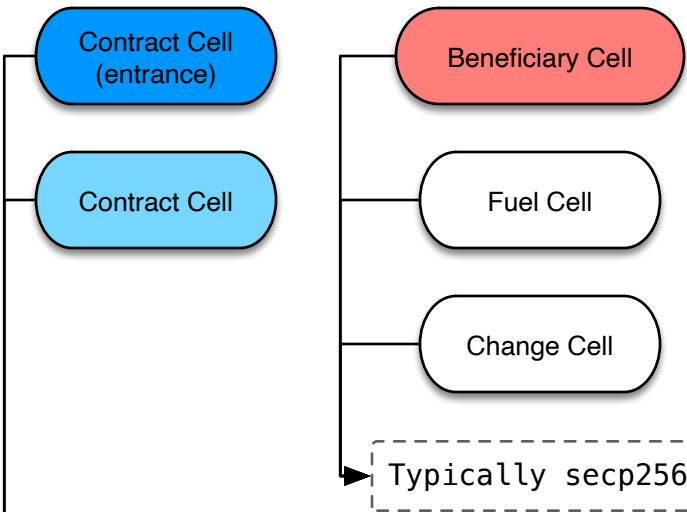
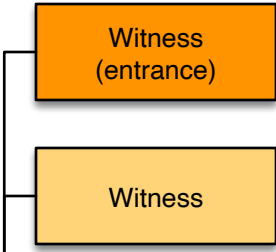


Transaction Structure



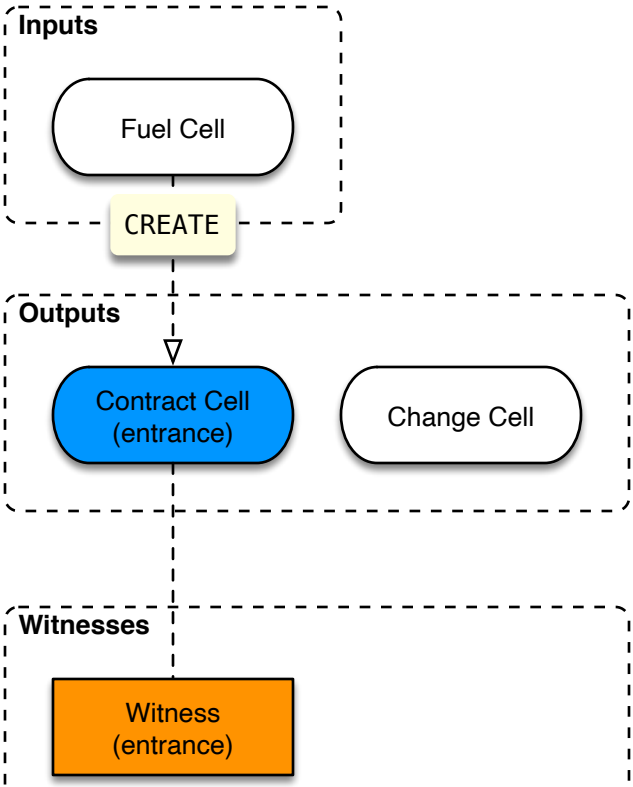
**Contract Cell**  
**lock script:**  
- code: always success (32+1 bytes)  
- args: 0x  
**type script:**  
- code: polyjuice (32+1 bytes)  
- args: type\_id args (20 bytes)  
**data:**  
- storage\_root (32 bytes)  
- code\_hash (32 bytes)  
**capacity:** 158



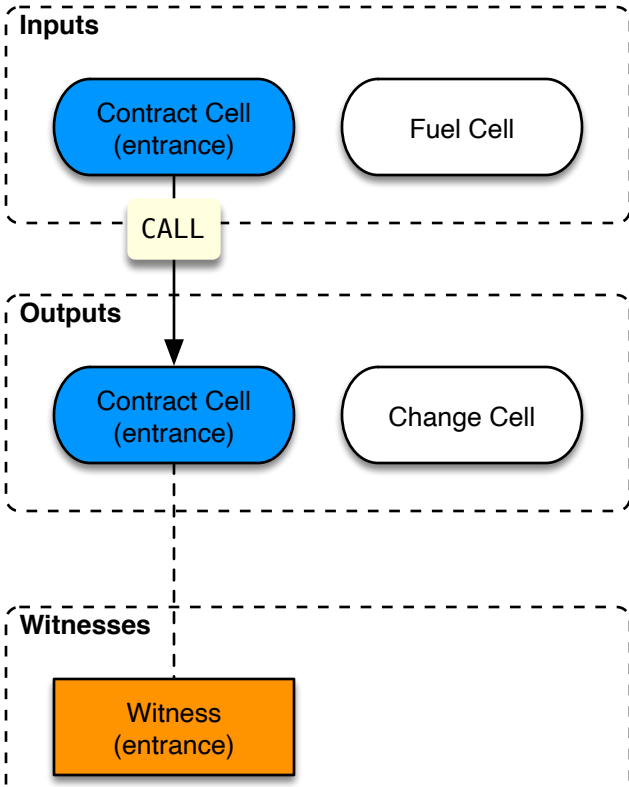
**Witness Structure**  
**programs** : Vec<Program>  
**read\_values** : Vec<(H256, H256)>  
**read\_proof** : Bytes  
**write\_values** : Vec<(H256, H256, H256)>  
**write\_old\_proof** : Bytes

**Program Structure**  
**signature** : [u8; 65]  
**kind** : CallKind  
**flags** : u32  
**depth** : u32  
**tx\_origin** : H160  
**sender** : H160  
**destination** : H160  
**code** : Bytes  
**input** : Bytes  
**return\_data** : Bytes  
**selfdestruct** : Option<H160>  
**calls** : Vec<(H160, u32)>

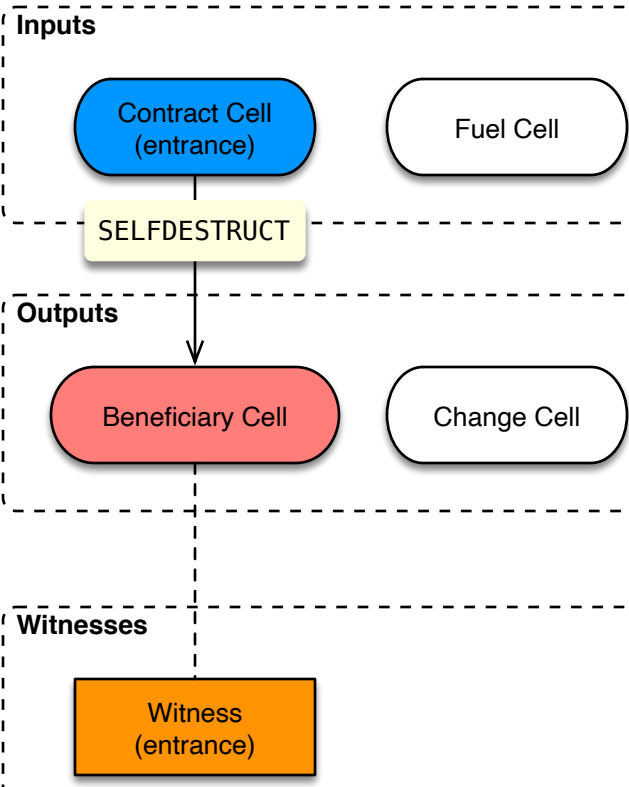
Basic Contract Creation Transaction



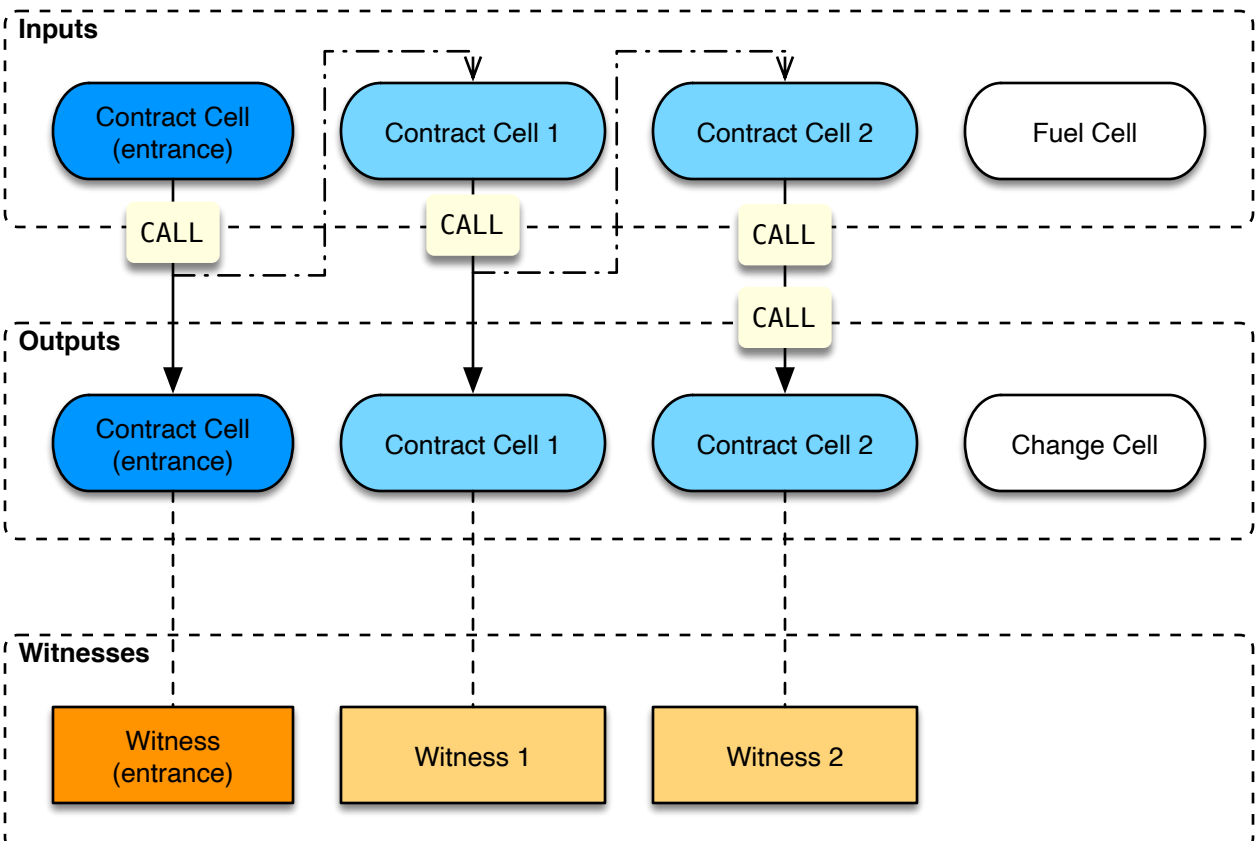
Basic Contract Call Transaction



Basic Contract Destruction Transaction



Contract Call Contract Transaction (multiple calls)



Contract Call Contract Transaction (creation / call / destruction)

