

Send Arbitrary Data with Acknowledgment of Receipt

This tutorial will teach you how to use Chainlink CCIP to send arbitrary data between smart contracts on different blockchains and how to track the status of each sent message in the sender contract on the source chain. Tracking the status of sent messages allows your smart contracts to execute actions after the receiver acknowledges it received the message. In this example, the sender contract emits an event after it receives acknowledgment from the receiver.

Note: For simplicity, this tutorial demonstrates this pattern for sending arbitrary data. However, you are not limited to this application. You can apply the same pattern to programmable token transfers.

Before you begin

- This tutorial assumes you have completed the [Send Arbitrary Data](#) tutorial.
- Your account must have some ETH tokens on Ethereum Sepolia and MATIC tokens on Polygon Mumbai.
- Learn how to [Acquire testnet LINK](#) and [Fund your contract with LINK](#).

Tutorial

In this tutorial, you will deploy a message tracker contract on the source blockchain (Ethereum Sepolia) and an acknowledgment contract on the destination blockchain (Polygon Mumbai). Throughout the tutorial, you will pay for CCIP fees using LINK tokens. Here is a step-by-step breakdown:

1. Sending and building a CCIP message: Initiate and send a message from the message tracker contract on Ethereum Sepolia to the acknowledgment contract on Polygon Mumbai. The message tracker contract constructs a CCIP message that encapsulates a text string and establishes a tracking status for this message before sending it off.
2. Receiving and acknowledging the message: After the acknowledgment contract receives the text on Polygon Mumbai, it sends back a CCIP message to the message tracker contract as an acknowledgment of receipt.
3. Updating tracking status: After the message tracker receives the acknowledgment, the contract updates the tracking status of the initial CCIP message and emits an event to signal completion.

Deploy the message tracker (sender) contract

Deploy the `MessageTracker.sol` contract on Ethereum Sepolia and enable it to send and receive CCIP messages to and from Polygon Mumbai. You must also enable your contract to receive CCIP messages from the acknowledgment contract.

1. [Open the MessageTracker.sol contract](#) in Remix.

[Open in Remix](#) **What is Remix?** Note: The contract code is also available in the [Examine the code](#) section. 2. Compile the contract. 3. Deploy the contract on Ethereum Sepolia:

1. Open MetaMask and select the Ethereum Sepolia network.
2. On the Deploy & Run Transaction tab in Remix, select Injected Provider - MetaMask in the Environment list. Remix will use the MetaMask wallet to communicate with Ethereum Sepolia.
3. Under the Deploy section, fill in the router address and the LINK token contract address for your specific blockchain. You can find both of these addresses on the [Supported Networks](#) page. The LINK token contract address is also listed on the [LINK Token Contracts](#) page. For Ethereum Sepolia:
4. The router address is `0x0bf3de8c5d3e8a2b34d2beeb17abfcebaf363a59`
5. The LINK token address is `0x779877A7B0D9E8603169DdbD7836e478b4624789`
6. Click `transact` to deploy the contract. MetaMask prompts you to confirm the transaction. Check the transaction details to make sure you are deploying the contract on Ethereum Sepolia.
7. After you confirm the transaction, the contract address appears in the Deployed Contracts list. Copy your contract address.
8. Open MetaMask and send 0.5 LINK to the contract address you copied. Your contract will pay CCIP fees in LINK.
9. Allow the Polygon Mumbai chain selector for both destination and source chains.
10. On the Deploy & Run Transaction tab in Remix, expand the message tracker contract in the Deployed Contracts section.
11. Call the `allowlistDestinationChain` function with `12532609583862916517` as the destination chain selector for Polygon Mumbai and `true` as allowed.
12. Call the `allowlistSourceChain` function with `12532609583862916517` as the source chain selector for Polygon Mumbai and `true` as allowed. You can find each network's chain selector on the [supported networks page](#).

Deploy the acknowledgment (receiver) contract

Deploy the `Acknowledger.sol` contract on Polygon Mumbai and enable it to send and receive CCIP messages to and from Ethereum Sepolia. You must also enable your contract to receive CCIP messages from the message tracker contract.

1. [Open the Acknowledger.sol](#) contract in Remix.

[Open in Remix](#) **What is Remix?** Note: The contract code is also available in the [Examine the code](#) section. 2. Compile the contract. 3. Deploy the contract on Polygon Mumbai:

1. Open MetaMask and select the Polygon Mumbai network.
2. On the Deploy & Run Transaction tab in Remix, make sure the Environment is still set to Injected Provider - MetaMask.
3. Under the Deploy section, fill in the router address and the LINK token contract address for your specific blockchain. You can find both of these addresses on the [Supported Networks](#) page. The LINK token contract address is also listed on the [LINK Token Contracts](#) page. For Polygon Mumbai:
4. The Router address is `0x1035cab275068e0f4b745a29cedf38e13af41b1`.
5. The LINK token address is `0x326C977E6efc84E512bB9C30f76E30c160eD06FB`.
6. Click `transact` to deploy the contract. MetaMask prompts you to confirm the transaction. Check the transaction details to make sure you are deploying the contract to Polygon Mumbai.
7. After you confirm the transaction, the contract address appears as the second item in the Deployed Contracts list. Copy this contract address.
8. Open MetaMask and send 1 LINK to the contract address that you copied. Your contract will pay CCIP fees in LINK.
9. Allow the Ethereum Sepolia chain selector for both destination and source chains. You must also enable your acknowledgment contract to receive CCIP messages from the message tracker you deployed on Ethereum Sepolia.
10. On the Deploy & Run Transaction tab in Remix, expand the acknowledgment contract in the Deployed Contracts section. Expand the `allowlistDestinationChain`, `allowlistSender`, and `allowlistSourceChain` functions and fill in the following arguments:

`FunctionDescriptionValue` (Ethereum Sepolia) `allowlistDestinationChain` CCIP Chain identifier of the target blockchain. You can find each network's chain selector on the [supported networks page](#) `16015286601757825753`, `true` `allowlistSender` The address of the message tracker contract deployed on Ethereum Sepolia `Your deployed contract address`, `true` `allowlistSourceChain` CCIP Chain identifier of the source blockchain. You can find each network's chain selector on the [supported networks page](#) `16015286601757825753`, `true` 2. Open MetaMask and select the Polygon Mumbai network. 3. For each function you expanded and filled in the arguments for, click the `transact` button to call the function. MetaMask prompts you to confirm the transaction. Wait for each transaction to succeed before calling the following function. 5. Finally, enable your message tracker contract to receive CCIP messages from the acknowledgment contract you deployed on Polygon Mumbai.

1. On the Deploy & Run Transaction tab in Remix, expand the message tracker contract in the Deployed Contracts section. Expand the `allowlistSender` function and fill in your `acknowledger contract address` and `true` as allowed.
2. Open MetaMask and select the Ethereum Sepolia network.
3. Click `transact` to call the function. MetaMask prompts you to confirm the transaction.

At this point, you have one message tracker (sender) contract on Ethereum Sepolia and one acknowledgment (receiver) contract on Polygon Mumbai. You sent 0.5 LINK to the message tracker contract and 1 LINK to the acknowledgment contract to pay the CCIP fees.

Send data and track the message status

Initial message

1. Send a `Hello World!` string from your message tracker contract on Ethereum Sepolia to your acknowledgment contract deployed on Polygon Mumbai. You will track the status of this message during this tutorial.
2. Open MetaMask and select the Ethereum Sepolia network.
3. On the Deploy & Run Transaction tab in Remix, expand the message tracker contract in the Deployed Contracts section.
4. Expand the `sendMessagePayLINK` function and fill in the following arguments:

`ArgumentDescriptionValue` (Polygon Mumbai) `destinationChainSelector` CCIP Chain identifier of the target blockchain. You can find each network's chain selector on the [supported networks page](#) `12532609583862916517` `receiver` The destination smart contract address `Your deployed acknowledgment contract address` `text` Any string `Hello World!` 4. Click `transact` to call the function. MetaMask

prompts you to confirm the transaction.

note

During gas price spikes, your transaction might fail, requiring more than 0.5 LINK to proceed. If your transaction fails, fund your contract with more LINK tokens and try again. 5. Upon transaction success, expand the last transaction in the Remix log and copy the transaction hash. In this example, it is `0x69ada1a3d014386440f52e609f08d7c60a23727b2dafcaf10d407fb827d44d3`. 2. Open the [CCIP Explorer](#) and use the transaction hash that you copied to search for your cross-chain transaction.

After the transaction is finalized on the source chain, it will take a few minutes for CCIP to deliver the data to Polygon Mumbai and call the `ccipReceive` function on your `acknowledgerContract`. 3. Copy the message ID from the CCIP Explorer transaction details. You will use this message ID to track your message status on the `messageTrackerContract`. In this example, it is `0x8773e27ea01eb0e7671da8d63e14a647713cb1274b7110141d249d3b8fce116b`. 4. On the `Deploy & Run Transaction` tab in Remix, expand your `messageTrackerContract` in the `Deployed Contracts` section. 5. Paste the message ID you copied from the CCIP explorer as the argument in the `getMessageInfo` function. Click `getMessageInfo` to read the message status.

Note the returned `status`. 1. This value indicates that the `messageTrackerContract` has updated your message status to the `Sent` status as defined by the `MessageStatus` enum in the `messageTrackerContract`.

// Enum is used to track the status of messages sent via CCIP. // `NotSent` indicates a message has not yet been sent. // `Sent` indicates that a message has been sent to the `AcknowledgerContract` but not yet acknowledged. // `ProcessedOnDestination` indicates that the `AcknowledgerContract` has processed the message and that the `MessageTrackerContract` has received the acknowledgment from the `AcknowledgerContract`. `enum MessageStatus { NotSent, 0Sent, 1ProcessedOnDestination, 2 } 6`. When the transaction is marked with a "Success" status on the [CCIP Explorer](#), the CCIP transaction and the destination transaction are complete. The `acknowledgerContract` has received the message from the `messageTrackerContract`.

Acknowledgment message

The `acknowledgerContract` processes the message, sends an acknowledgment message containing the initial message ID back to the `messageTrackerContract`, and emits an `AcknowledgmentSent` event. Read this [explanation](#) for further description.

// Emitted when an acknowledgment message is successfully sent back to the sender contract. // This event signifies that the `AcknowledgerContract` has recognized the receipt of an initial message // and has informed the original sender contract by sending an acknowledgment message. // including the original message ID. `event AcknowledgmentSent(bytes32 indexed msgId, // The unique ID of the CCIP message. uint64 indexed destinationChainSelector, // The chain selector of the destination chain. address indexed receiver, // The address of the receiver on the destination chain. bytes32 data, // The data being sent back, usually containing the message ID of the original message to acknowledge its receipt. address feeToken, // The token address used to pay CCIP fees for sending the acknowledgment. uint256 fees, // The fees paid for sending the acknowledgment message via CCIP.); 1`. Copy your `acknowledgerContract` address from Remix. Open the [Polygon Mumbai Explorer](#) and search for your deployed `acknowledgerContract`. Click the `Event` tab to see the events log.

The first indexed topic (topic1) in the `AcknowledgmentSent` event is the acknowledgment message ID sent to the `messageTrackerContract` on Ethereum Sepolia. In this example, the message ID is `0x0defcd4d21415378e7136b7300940fb8c0e9e046002aa9b54a0362cb5cee0ec`. 2. Copy your own message ID from the indexed topic1 and search for it in the [CCIP Explorer](#).

When the transaction is marked with a "Success" status on the CCIP explorer, the CCIP transaction and the destination transaction are complete. The `messageTrackerContract` has received the message from the `acknowledgerContract`.

Final status check

When the `messageTrackerContract` receives the acknowledgment message, the `ccipReceive` function updates the initial message status to 2, which corresponds to the `ProcessedOnDestination` status as defined by the `MessageStatus` enum. The function emits a `MessageProcessedOnDestination` event.

1. Open MetaMask and select the Ethereum Sepolia network.
2. On the `Deploy & Run Transaction` tab in Remix, expand your `messageTrackerContract` in the `Deployed Contracts` section.
3. Copy the initial message ID from the CCIP explorer (transaction from Ethereum Sepolia to Polygon Mumbai) and paste it as the argument in the `getMessageInfo` function. Click `getMessageInfo` to read the message status. It returns `status 2` and the acknowledgment message ID that confirms this status.
4. Copy your `messageTrackerContract` address from Remix. Open the [Ethereum Sepolia Explorer](#) and search for your deployed `messageTrackerContract`. Then, click on the `Event` tab.

The `MessageProcessedOnDestination` event is emitted with the acknowledged message ID `0x8773e27ea01eb0e7671da8d63e14a647713cb1274b7110141d249d3b8fce116b` as indexed topic2.

// Event emitted when the sender contract receives an acknowledgment // that the receiver contract has successfully received and processed the message. `event MessageProcessedOnDestination(bytes32 indexed msgId, // The unique ID of the CCIP acknowledgment message. bytes32 indexed acknowledgedMsgId, // The unique ID of the message acknowledged by the receiver. uint64 indexed sourceChainSelector, // The chain selector of the source chain. address sender, // The address of the sender from the source chain.);`

Explanation

The smart contracts featured in this tutorial are designed to interact with CCIP to send and receive messages with an acknowledgment of receipt mechanism. The contract code across both contracts contains supporting comments clarifying the functions, events, and underlying logic.

Refer to the [Send Arbitrary Data](#) tutorial for more explanation about [initializing the contracts](#), [sending data](#), [paying in LINK](#), and [receiving data](#).

Here, we will further explain the acknowledgment of receipt mechanism.

Message acknowledgment of receipt mechanism

This mechanism ensures that a message sent by the `messageTrackerContract` (sender) is received and acknowledged by the `acknowledgerContract` (receiver). The message status is tracked and stored in the `messageTrackerContract`.

// Enum is used to track the status of messages sent via CCIP. // `NotSent` indicates a message has not yet been sent. // `Sent` indicates that a message has been sent to the `AcknowledgerContract` but not yet acknowledged. // `ProcessedOnDestination` indicates that the `AcknowledgerContract` has processed the message and that the `MessageTrackerContract` has received the acknowledgment from the `AcknowledgerContract`. `enum MessageStatus { NotSent, 0Sent, 1ProcessedOnDestination, 2 } // Struct to store the status and acknowledged message ID of a message. struct MessageInfo { MessageStatus status; bytes32 acknowledgedMsgId; } // Mapping to keep track of message IDs to their info (status & acknowledged message ID). mapping (bytes32 => MessageInfo) public messageInfo;`

Message tracker contract

The `messageTrackerContract` acts as the sender, initiating cross-chain communication. It performs the following operations:

- Message sending: Constructs and sends messages to the `acknowledgerContract` on another blockchain, using the `sendMessagePayLINK` function. On top of its [five primary operations](#), the `sendMessagePayLINK` function also updates the message status upon sending.
- Status tracking:
- Upon sending a message, the `messageTrackerContract` updates its internal state to mark the message as `Sent(status1)`. This status is pivotal for tracking the message lifecycle and awaiting acknowledgment.

// Update the message status to `Sent` `messageInfo[msgId].status = MessageStatus.Sent; * Upon receiving an acknowledgment message from the acknowledgerContract, the messageTrackerContract updates the message status from Sent(status1) to ProcessedOnDestination(status2). This update indicates that the cross-chain communication cycle is complete, and the receiver successfully received and acknowledged the message.`

// Update the message status to `ProcessedOnDestination` `messageInfo[msgId].status = MessageStatus.ProcessedOnDestination;`

Acknowledger contract

The `acknowledgerContract` receives the message, sends back an acknowledgment message, and emits an event. It performs the following operations:

- Message receipt: Upon receiving a message via CCIP, the `ccipReceive` function decodes it and calls the `acknowledgePayLINK` function nested within the `ccipReceive` function.
- Acknowledgment sending: The `acknowledgePayLINK` function acts as a custom `sendMessagePayLINK` function nested within the `ccipReceive` function. It sends an acknowledgment (a CCIP message) to the `messageTrackerContract` upon the initial message receipt. The data transferred in this acknowledgment message is the initial message ID. It then emits an `AcknowledgmentSent` event.

Security and integrity

Both contracts use allowlists to process only messages from and to allowed sources.

- Allowlisting chains and senders:
- The `sendMessagePayLINK` function is protected by the `onlyAllowlistedDestinationChain` modifier, ensuring the contract owner has allowlisted a destination chain.
- The `ccipReceive` function is protected by the `onlyAllowlisted` modifier, ensuring the contract owner has allowlisted a source chain and a sender.

- Ensuring the initial message authenticity: The message tracker contract first checks that the message awaiting acknowledgment was sent from the contract itself and is currently marked as sent. Once confirmed, the message status is updated to ProcessedOnDestination.

Examine the code

MessageTracker.sol

```
// SPDX-License-Identifier: MIT
pragma solidity 0.8.19;
import {IRouterClient} from "@chainlink/contracts-ccip/src/v0.8/ccip/interfaces/IRouterClient.sol";
import {OwnerIsCreator} from "@chainlink/contracts-ccip/src/v0.8/shared/access/OwnerIsCreator.sol";
import {Client} from "@chainlink/contracts-ccip/src/v0.8/ccip/libraries/Client.sol";
import {CCIPReceiver} from "@chainlink/contracts-ccip/src/v0.8/ccip/applications/CCIPReceiver.sol";
import {IERC20} from "@chainlink/contracts-ccip/src/v0.8/vendor/openzeppelin-solidity/v4.8.3/contracts/token/ERC20/IERC20.sol";
import {SafeERC20} from "@chainlink/contracts-ccip/src/v0.8/vendor/openzeppelin-solidity/v4.8.3/contracts/token/ERC20/utils/SafeERC20.sol";
using SafeERC20 for IERC20;

* THIS IS AN EXAMPLE CONTRACT THAT USES HARDCODED VALUES FOR CLARITY.
* THIS IS AN EXAMPLE CONTRACT THAT USES UN-AUDITED CODE.
* DO NOT USE THIS CODE IN PRODUCTION.

/// @title - A simple messenger contract for sending/receiving data across chains and tracking the status of sent messages.
contract MessageTracker is CCIPReceiver, OwnerIsCreator {
    // Custom errors to provide more descriptive revert messages.
    error NotEnoughBalance(uint256 currentBalance, uint256 calculatedFees); // Used to make sure contract has enough balance.
    error NothingToWithdraw(); // Used when trying to withdraw Ether but there's nothing to withdraw.
    error DestinationChainNotAllowed(uint64 destinationChainSelector); // Used when the destination chain has not been allowlisted by the contract owner.
    error SourceChainNotAllowed(uint64 sourceChainSelector); // Used when the source chain has not been allowlisted by the contract owner.
    error SenderNotAllowed(uint64 senderChainSelector); // Used when the sender has not been allowlisted by the contract owner.
    error InvalidReceiverAddress(); // Used when the receiver address is 0.

    // Events
    event MessageSent(uint64 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver, string text);
    event MessageProcessedOnDestination(uint64 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver);
    event MessageAcknowledged(uint64 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver);

    // Structs
    struct MessageInfo {
        uint64 messageId;
        uint64 destinationChainSelector;
        address sender;
        address receiver;
        string text;
    }

    // Mapping to keep track of allowlisted destination chains.
    mapping(uint64 => bool) public allowlistedDestinationChains;

    // Mapping to keep track of allowlisted source chains.
    mapping(uint64 => bool) public allowlistedSourceChains;

    // Mapping to keep track of allowlisted senders.
    mapping(address => bool) public allowlistedSenders;

    // Mapping to keep track of message IDs to their info (status & acknowledgment message ID).
    mapping(bytes32 => MessageInfo) public messagesInfo;

    // Event emitted when a message is sent to another chain.
    event MessageSent(bytes32 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver, string text);

    // The unique ID of the CCIP message.
    uint64 indexed messageId;

    // The chain selector of the destination chain.
    uint64 destinationChainSelector;

    // The address of the receiver on the destination chain.
    address receiver;

    // The text to be sent.
    string text;

    // The token address used to pay CCIP fees.
    address feeToken;

    // The fees paid for sending the CCIP message.
    uint256 fees;

    // Event emitted when the sender contract receives an acknowledgment that the receiver contract has successfully received and processed the message.
    event MessageProcessedOnDestination(bytes32 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver);

    // The unique ID of the CCIP acknowledgment message.
    bytes32 indexed acknowledgmentId;

    // The unique ID of the message acknowledged by the receiver.
    uint64 indexed sourceChainSelector;

    // The chain selector of the source chain.
    address sender;

    // The address of the sender from the source chain.
    IERC20 private _linkToken;

    // @notice Constructor initializes the contract with the router address.
    constructor(address router, address link) CCIPReceiver(router) {
        _linkToken = IERC20(link);
    }

    // @dev Modifier that checks if the chain with the given destinationChainSelector is allowlisted.
    modifier onlyAllowlistedDestinationChain(uint64 destinationChainSelector) {
        require(allowlistedDestinationChains[destinationChainSelector], "Destination chain is not allowlisted");
    }

    // @dev Modifier that checks if the chain with the given sourceChainSelector is allowlisted and if the sender is allowlisted.
    modifier onlyAllowlistedSourceChain(uint64 sourceChainSelector, address sender) {
        require(allowlistedSourceChains[sourceChainSelector] & allowlistedSenders[sender], "Source chain or sender is not allowlisted");
    }

    // @dev Modifier that checks the receiver address is not 0.
    modifier validReceiverAddress(address receiver) {
        require(receiver != address(0), "Invalid receiver address");
    }

    // @dev Updates the allowlist status of a destination chain for transactions.
    function allowlistDestinationChain(uint64 destinationChainSelector, bool allowed) external onlyOwner {
        allowlistedDestinationChains[destinationChainSelector] = allowed;
    }

    // @dev Updates the allowlist status of a source chain for transactions.
    function allowlistSourceChain(uint64 sourceChainSelector, bool allowed) external onlyOwner {
        allowlistedSourceChains[sourceChainSelector] = allowed;
    }

    // @dev Updates the allowlist status of a sender for transactions.
    function allowlistSender(address sender, bool allowed) external onlyOwner {
        allowlistedSenders[sender] = allowed;
    }

    // @notice Pay for fees in LINK.
    // @dev Assumes your contract has sufficient LINK.
    // @param _destinationChainSelector The identifier (aka selector) for the destination blockchain.
    // @param _receiver The address of the recipient on the destination blockchain.
    // @param _text The text to be sent.
    // @return messageId The ID of the CCIP message that was sent.
    function sendMessagePayLINK(uint64 destinationChainSelector, address receiver, string calldata text) external onlyOwner onlyAllowlistedDestinationChain(destinationChainSelector) {
        // Create an EVM2AnyMessage struct in memory with necessary information for sending a cross-chain message.
        EVM2AnyMessage memory msg = buildCCIPMessage(receiver, text, address(_linkToken));

        // Initialize a router client instance to interact with cross-chain router.
        IRouterClient router = IRouterClient(this.getRouter());

        // Get the fee required to send the CCIP message.
        uint256 fee = router.getFee(destinationChainSelector, msg);

        // Revert if fees are greater than the balance of the feeToken.
        if (fee > _linkToken.balanceOf(address(this))) revert NotEnoughBalance(_linkToken.balanceOf(address(this)), fee);

        // Approve the Router to transfer LINK tokens on contract's behalf. It will spend the fees in LINKs.
        _linkToken.approve(address(router), fee);

        // Send the CCIP message through the router and store the returned CCIP message ID.
        uint64 messageId = router.send(destinationChainSelector, msg);

        // Update the message status to Sent.
        _setMessageStatus(messageId, MessageStatus.Sent);

        // Emit an event with message details.
        emit MessageSent(messageId, destinationChainSelector, receiver, text, address(_linkToken), fee);

        // Return the CCIP message ID.
        return messageId;
    }

    // @dev Receives and processes messages sent via the Chainlink CCIP from allowed chains and senders.
    // Upon receiving a message, this function checks if the message's associated data indicates a previously sent message awaiting acknowledgment. If the message is valid (i.e., its status is Sent), it updates the message's status to ProcessedOnDestination, thereby acknowledging its receipt. It then emits a MessageProcessedOnDestination event. If the message cannot be validated (e.g., it was not sent or has been tampered with), the function reverts with a MessageWasNotSentByMessageTracker error. This mechanism ensures that only messages genuinely sent and awaiting acknowledgment are marked as ProcessedOnDestination.
    // @param any2EvmMessage The CCIP message received, which includes the message ID, the data being acknowledged, the source chain selector, and the sender's address.
    function _ccipReceive(Client any2EvmMessage) internal override onlyAllowlistedDestinationChain(destinationChainSelector, abi.decode(any2EvmMessage.sender, (address))) {
        // Ensure the source chain and sender are allowlisted for added security.
        bytes32 initialMsgId = abi.decode(any2EvmMessage.data, (bytes32));
        decodeData(initialMsgId);

        // Decode the data sent by the receiver.
        bytes32 acknowledgmentId = any2EvmMessage.messageId;
        MessageInfo memory msgInfo = messagesInfo[initialMsgId];
        acknowledgmentId = acknowledgmentId;

        // Store the messageId of the received message.
        msgInfo.messageId = initialMsgId;

        // Update the status of the message to 'ProcessedOnDestination' to reflect that an acknowledgment of receipt has been received and emits an event to log this confirmation along with relevant details.
        msgInfo.status = MessageStatus.ProcessedOnDestination;
        emit MessageProcessedOnDestination(acknowledgmentId, initialMsgId, any2EvmMessage.sourceChainSelector, abi.decode(any2EvmMessage.sender, (address)));

        // If the message is already marked as 'ProcessedOnDestination', this indicates an attempt to re-confirm a message that has already been processed on the destination chain and marked as such.
        revert MessageHasAlreadyBeenProcessedOnDestination(initialMsgId);

        // If the message status is neither 'Sent' nor 'ProcessedOnDestination', it implies that the messageId provided for acknowledgment does not correspond to a valid, previously sent message.
        revert MessageWasNotSentByMessageTracker(initialMsgId);

        // @notice Construct a CCIP message.
        // @dev This function will create an EVM2AnyMessage struct with all the necessary information for sending a text.
        // @param _receiver The address of the receiver.
        // @param _text The string data to be sent.
        // @param _feeTokenAddress The address of the token used for fees.
        // Set address(0) for native gas.
        // @return Client.EVM2AnyMessage Returns an EVM2AnyMessage struct which contains information for sending a CCIP message.
        function buildCCIPMessage(address receiver, string calldata text, address feeTokenAddress) private pure returns (Client.EVM2AnyMessage memory) {
            // Create an EVM2AnyMessage struct in memory with necessary information for sending a cross-chain message.
            return Client.EVM2AnyMessage({
                receiver: abi.encode(receiver), // ABI-encoded receiver address.
                data: abi.encode(text), // ABI-encoded string token amount.
                newClient: EVMTokenAmount, // Empty array as no tokens are transferred.
                args: Client.ArgsToBytes(Additional arguments, setting gas limit).
            });

            // Set the feeToken to a feeTokenAddress, indicating specific asset will be used for fees.
            feeToken = feeTokenAddress;

            // @notice Allows the owner of the contract to withdraw all tokens of a specific ERC20 token.
            // @dev This function reverts with a 'NothingToWithdraw' error if there are no tokens to withdraw.
            // @param _beneficiary The address to which the tokens will be sent.
            // @param _token The contract address of the ERC20 token to be withdrawn.
            function withdrawToken(address beneficiary, address _token) public onlyOwner {
                // Retrieve the balance of this contract.
                uint256 amount = IERC20(_token).balanceOf(address(this));

                // Revert if there is nothing to withdraw.
                if (amount == 0) revert NothingToWithdraw();

                // Transfer tokens to beneficiary.
                _token.transfer(beneficiary, amount);
            }
        }
    }
}
```

Acknowledger.sol

```
// SPDX-License-Identifier: MIT
pragma solidity 0.8.19;
import {IRouterClient} from "@chainlink/contracts-ccip/src/v0.8/ccip/interfaces/IRouterClient.sol";
import {OwnerIsCreator} from "@chainlink/contracts-ccip/src/v0.8/shared/access/OwnerIsCreator.sol";
import {Client} from "@chainlink/contracts-ccip/src/v0.8/ccip/libraries/Client.sol";
import {CCIPReceiver} from "@chainlink/contracts-ccip/src/v0.8/ccip/applications/CCIPReceiver.sol";
import {IERC20} from "@chainlink/contracts-ccip/src/v0.8/vendor/openzeppelin-solidity/v4.8.3/contracts/token/ERC20/IERC20.sol";
import {SafeERC20} from "@chainlink/contracts-ccip/src/v0.8/vendor/openzeppelin-solidity/v4.8.3/contracts/token/ERC20/utils/SafeERC20.sol";
using SafeERC20 for IERC20;

* THIS IS AN EXAMPLE CONTRACT THAT USES HARDCODED VALUES FOR CLARITY.
* THIS IS AN EXAMPLE CONTRACT THAT USES UN-AUDITED CODE.
* DO NOT USE THIS CODE IN PRODUCTION.

/// @title - A simple acknowledgment contract for receiving data and sending acknowledgment of receipt messages across chains.
contract Acknowledger is CCIPReceiver, OwnerIsCreator {
    // Custom errors to provide more descriptive revert messages.
    error NotEnoughBalance(uint256 currentBalance, uint256 calculatedFees); // Used to make sure contract has enough balance.
    error NothingToWithdraw(); // Used when trying to withdraw Ether but there's nothing to withdraw.
    error DestinationChainNotAllowed(uint64 destinationChainSelector); // Used when the destination chain has not been allowlisted by the contract owner.
    error SourceChainNotAllowed(uint64 sourceChainSelector); // Used when the source chain has not been allowlisted by the contract owner.
    error SenderNotAllowed(uint64 senderChainSelector); // Used when the sender has not been allowlisted by the contract owner.
    error InvalidReceiverAddress(); // Used when the receiver address is 0.

    // Events
    event MessageReceived(uint64 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver, string text);
    event MessageAcknowledged(uint64 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver);

    // Structs
    struct MessageInfo {
        uint64 messageId;
        uint64 destinationChainSelector;
        address sender;
        address receiver;
        string text;
    }

    // Mapping to keep track of allowlisted destination chains.
    mapping(uint64 => bool) public allowlistedDestinationChains;

    // Mapping to keep track of allowlisted source chains.
    mapping(uint64 => bool) public allowlistedSourceChains;

    // Mapping to keep track of allowlisted senders.
    mapping(address => bool) public allowlistedSenders;

    // Mapping to keep track of message IDs to their info (status & acknowledgment message ID).
    mapping(bytes32 => MessageInfo) public messagesInfo;

    // Event emitted when a message is received from another chain.
    event MessageReceived(bytes32 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver, string text);

    // The unique ID of the CCIP message.
    uint64 indexed messageId;

    // The chain selector of the destination chain.
    uint64 destinationChainSelector;

    // The address of the receiver on the destination chain.
    address receiver;

    // The text to be sent.
    string text;

    // The token address used to pay CCIP fees.
    address feeToken;

    // The fees paid for sending the acknowledgment message via CCIP.
    uint256 fees;

    // Event emitted when the receiver contract receives an acknowledgment that the sender contract has successfully received and processed the message.
    event MessageProcessedOnDestination(bytes32 indexed messageId, uint64 indexed destinationChainSelector, address sender, address receiver);

    // The unique ID of the CCIP acknowledgment message.
    bytes32 indexed acknowledgmentId;

    // The unique ID of the message acknowledged by the sender.
    uint64 indexed sourceChainSelector;

    // The chain selector of the source chain.
    address sender;

    // The address of the sender from the source chain.
    IERC20 private _linkToken;

    // @notice Constructor initializes the contract with the router address.
    constructor(address router, address link) CCIPReceiver(router) {
        _linkToken = IERC20(link);
    }

    // @dev Modifier that checks if the chain with the given destinationChainSelector is allowlisted.
    modifier onlyAllowlistedDestinationChain(uint64 destinationChainSelector) {
        require(allowlistedDestinationChains[destinationChainSelector], "Destination chain is not allowlisted");
    }

    // @dev Modifier that checks if the chain with the given sourceChainSelector is allowlisted and if the sender is allowlisted.
    modifier onlyAllowlistedSourceChain(uint64 sourceChainSelector, address sender) {
        require(allowlistedSourceChains[sourceChainSelector] & allowlistedSenders[sender], "Source chain or sender is not allowlisted");
    }

    // @dev Modifier that checks the receiver address is not 0.
    modifier validReceiverAddress(address receiver) {
        require(receiver != address(0), "Invalid receiver address");
    }

    // @dev Updates the allowlist status of a destination chain for transactions.
    function allowlistDestinationChain(uint64 destinationChainSelector, bool allowed) external onlyOwner {
        allowlistedDestinationChains[destinationChainSelector] = allowed;
    }

    // @dev Updates the allowlist status of a source chain for transactions.
    function allowlistSourceChain(uint64 sourceChainSelector, bool allowed) external onlyOwner {
        allowlistedSourceChains[sourceChainSelector] = allowed;
    }

    // @dev Updates the allowlist status of a sender for transactions.
    function allowlistSender(address sender, bool allowed) external onlyOwner {
        allowlistedSenders[sender] = allowed;
    }

    // @notice Pay for fees in LINK.
    // @dev Assumes your contract has sufficient LINK.
    // @param _destinationChainSelector The identifier (aka selector) for the destination blockchain.
    // @param _receiver The address of the recipient on the destination blockchain.
    // @param _text The text to be sent.
    // @return messageId The ID of the CCIP message that was sent.
    function sendMessagePayLINK(uint64 destinationChainSelector, address receiver, string calldata text) external onlyOwner onlyAllowlistedDestinationChain(destinationChainSelector) {
        // Create an EVM2AnyMessage struct in memory with necessary information for sending a cross-chain message.
        EVM2AnyMessage memory msg = buildCCIPMessage(receiver, text, address(_linkToken));

        // Initialize a router client instance to interact with cross-chain router.
        IRouterClient router = IRouterClient(this.getRouter());

        // Get the fee required to send the CCIP message.
        uint256 fee = router.getFee(destinationChainSelector, msg);

        // Revert if fees are greater than the balance of the feeToken.
        if (fee > _linkToken.balanceOf(address(this))) revert NotEnoughBalance(_linkToken.balanceOf(address(this)), fee);

        // Approve the Router to transfer LINK tokens on contract's behalf. It will spend the fees in LINKs.
        _linkToken.approve(address(router), fee);

        // Send the CCIP message through the router and store the returned CCIP message ID.
        uint64 messageId = router.send(destinationChainSelector, msg);

        // Update the message status to Sent.
        _setMessageStatus(messageId, MessageStatus.Sent);

        // Emit an event with message details.
        emit MessageSent(messageId, destinationChainSelector, receiver, text, address(_linkToken), fee);

        // Return the CCIP message ID.
        return messageId;
    }

    // @dev Receives and processes messages sent via the Chainlink CCIP from allowed chains and senders.
    // Upon receiving a message, this function checks if the message's associated data indicates a previously sent message awaiting acknowledgment. If the message is valid (i.e., its status is Sent), it updates the message's status to ProcessedOnDestination, thereby acknowledging its receipt. It then emits a MessageProcessedOnDestination event. If the message cannot be validated (e.g., it was not sent or has been tampered with), the function reverts with a MessageWasNotSentByMessageTracker error. This mechanism ensures that only messages genuinely sent and awaiting acknowledgment are marked as ProcessedOnDestination.
    // @param any2EvmMessage The CCIP message received, which includes the message ID, the data being acknowledged, the source chain selector, and the sender's address.
    function _ccipReceive(Client any2EvmMessage) internal override onlyAllowlistedDestinationChain(destinationChainSelector, abi.decode(any2EvmMessage.sender, (address))) {
        // Ensure the source chain and sender are allowlisted for added security.
        bytes32 initialMsgId = abi.decode(any2EvmMessage.data, (bytes32));
        decodeData(initialMsgId);

        // Decode the data sent by the receiver.
        bytes32 acknowledgmentId = any2EvmMessage.messageId;
        MessageInfo memory msgInfo = messagesInfo[initialMsgId];
        acknowledgmentId = acknowledgmentId;

        // Store the messageId of the received message.
        msgInfo.messageId = initialMsgId;

        // Update the status of the message to 'ProcessedOnDestination' to reflect that an acknowledgment of receipt has been received and emits an event to log this confirmation along with relevant details.
        msgInfo.status = MessageStatus.ProcessedOnDestination;
        emit MessageProcessedOnDestination(acknowledgmentId, initialMsgId, any2EvmMessage.sourceChainSelector, abi.decode(any2EvmMessage.sender, (address)));

        // If the message is already marked as 'ProcessedOnDestination', this indicates an attempt to re-confirm a message that has already been processed on the destination chain and marked as such.
        revert MessageHasAlreadyBeenProcessedOnDestination(initialMsgId);

        // If the message status is neither 'Sent' nor 'ProcessedOnDestination', it implies that the messageId provided for acknowledgment does not correspond to a valid, previously sent message.
        revert MessageWasNotSentByMessageTracker(initialMsgId);

        // @notice Construct a CCIP message.
        // @dev This function will create an EVM2AnyMessage struct with all the necessary information for sending a text.
        // @param _receiver The address of the receiver.
        // @param _text The string data to be sent.
        // @param _feeTokenAddress The address of the token used for fees.
        // Set address(0) for native gas.
        // @return Client.EVM2AnyMessage Returns an EVM2AnyMessage struct which contains information for sending a CCIP message.
        function buildCCIPMessage(address receiver, string calldata text, address feeTokenAddress) private pure returns (Client.EVM2AnyMessage memory) {
            // Create an EVM2AnyMessage struct in memory with necessary information for sending a cross-chain message.
            return Client.EVM2AnyMessage({
                receiver: abi.encode(receiver), // ABI-encoded receiver address.
                data: abi.encode(text), // ABI-encoded string token amount.
                newClient: EVMTokenAmount, // Empty array as no tokens are transferred.
                args: Client.ArgsToBytes(Additional arguments, setting gas limit).
            });

            // Set the feeToken to a feeTokenAddress, indicating specific asset will be used for fees.
            feeToken = feeTokenAddress;

            // @notice Allows the owner of the contract to withdraw all tokens of a specific ERC20 token.
            // @dev This function reverts with a 'NothingToWithdraw' error if there are no tokens to withdraw.
            // @param _beneficiary The address to which the tokens will be sent.
            // @param _token The contract address of the ERC20 token to be withdrawn.
            function withdrawToken(address beneficiary, address _token) public onlyOwner {
                // Retrieve the balance of this contract.
                uint256 amount = IERC20(_token).balanceOf(address(this));

                // Revert if there is nothing to withdraw.
                if (amount == 0) revert NothingToWithdraw();

                // Transfer tokens to beneficiary.
                _token.transfer(beneficiary, amount);
            }
        }
    }
}
```

```

    if(!allowlistedDestinationChains[_destinationChainSelector])revertDestinationChainNotAllowed(_destinationChainSelector);/// @dev Modifier that checks if the chain with the given
    sourceChainSelector is allowlisted and if the sender is allowlisted./// @param sourceChainSelector The selector of the destination chain./// @param _sender The address of the
    sender.modifieronlyAllowlisted(uint64_sourceChainSelector,address_sender)
    if(!allowlistedSourceChains[_sourceChainSelector])revertSourceChainNotAllowed(_sourceChainSelector);if(!allowlistedSenders[_sender])revertSenderNotAllowed(_sender);/// @dev Updates
    the allowlist status of a destination chain for
    transactions.functionallowlistDestinationChain(uint64_destinationChainSelector,boolallowed)externalonlyOwner{allowlistedDestinationChains[_destinationChainSelector]=allowed;/// @dev Updates the
    allowlist status of a source chain for transactions.functionallowlistSourceChain(uint64_sourceChainSelector,boolallowed)externalonlyOwner{allowlistedSourceChains[_sourceChainSelector]=allowed;///
    @dev Updates the allowlist status of a sender for transactions.functionallowlistSender(address_sender,boolallowed)externalonlyOwner{allowlistedSenders[_sender]=allowed;/// @notice Sends an
    acknowledgment message back to the sender contract on the source chain/// and pays the fees using LINK tokens./// @dev This function constructs and sends an acknowledgment message using
    CCIP/// indicating the receipt and processing of an initial message. It emits the AcknowledgmentSent event/// upon successful sending. This function should be called after processing the received
    message/// to inform the sender contract about the successful message reception./// @param _messageIdToAcknowledge The message ID of the initial message being acknowledged./// @param
    _messageTrackerAddress The address of the message tracker contract on the source chain./// @param _messageTrackerChainSelector The chain selector of the source
    chain.function _acknowledgePayLINK(bytes32_messageIdToAcknowledge,address_messageTrackerAddress,uint64_messageTrackerChainSelector)private{if(_messageTrackerAddress==address(0))re
    Construct the CCIP message for acknowledgment, including the message ID of the initial
    message.Client.EVM2AnyMessagememoryacknowledgment=Client.EVM2AnyMessage({receiver:abi.encode(_messageTrackerAddress),// ABI-encoded receiver
    addressdata:abi.encode(_messageIdToAcknowledge),// ABI-encoded message ID to acknowledgegettokenAmounts:newClient.EVMTokenAmount,// Empty array aas no tokens are
    transferredextraArgs:Client._argsToBytes// Additional arguments, setting gas limitClient.EVMExtraArgsV1({gasLimit:200_000})),// Set the feeToken to a feeTokenAddress, indicating specific asset will
    be used for feesfeeToken:address(s_linkToken)});/// Initialize a router client instance to interact with the cross-chain router.IRouterClient router=IRouterClient(this.getRouter());/// Calculate the fee
    required to send the CCIP acknowledgment message.uint256fees=router.getFee(_messageTrackerChainSelector,/// The chain selector for routing the message.acknowledgment// The acknowledgment
    message.data,);/// Ensure the contract has sufficient balance to cover the message sending fees.if(fees>s_linkToken.balanceOf(address(this)))
    {revertNotEnoughBalance(s_linkToken.balanceOf(address(this)),fees);/// Approve the router to transfer LINK tokens on behalf of this contract to cover the sending
    fees.s_linkToken.approve(address(router),fees);/// Send the acknowledgment message via the CCIP router and capture the resulting message
    ID.bytes32messageId=router.ccipSend(_messageTrackerChainSelector,/// The destination chain selector.acknowledgment// The CCIP message payload for acknowledgment.)/ Emit an event detailing
    the acknowledgment message sending, for external tracking and verification.emitAcknowledgmentSent(messageId,/// The ID of the sent acknowledgment message._messageTrackerChainSelector,///
    The destination chain selector._messageTrackerAddress,/// The receiver of the acknowledgment, typically the original sender._messageIdToAcknowledge,/// The original message ID that was
    acknowledged.address(s_linkToken),/// The fee token used.fees);/// The fees paid for sending the message.);/// @dev Handles a received CCIP message, processes it, and acknowledges its receipt.///
    This internal function is called upon the receipt of a new message via CCIP from an allowlisted source chain and sender./// It decodes the message and acknowledges its receipt by calling
    _acknowledgePayLINK./// @param any2EvmMessage The CCIP message
    receivedfunction _ccipReceive(Client.Any2EVMMessagememoryany2EvmMessage)internaloverrideonlyAllowlisted(any2EvmMessage.sourceChainSelector,abi.decode(any2EvmMessage.sender,
    (address)))// Make sure source chain and sender are allowlisted[bytes32messageIdToAcknowledge=any2EvmMessage.messageId;/// The message ID of the received message to
    acknowledgeaddressmessageTrackerAddress=abi.decode(any2EvmMessage.sender,(address));/// ABI-decoding of the message tracker
    addressuint64messageTrackerChainSelector=any2EvmMessage.sourceChainSelector;/// The chain selector of the received messages _lastReceivedText=abi.decode(any2EvmMessage.data,(string));///
    abi-decoding of the sent text _acknowledgePayLINK(messageIdToAcknowledge,messageTrackerAddress,messageTrackerChainSelector);/// @notice Fetches the details of the last received
    message./// @return text The last received text.functiongetLastReceivedMessage()externalviewreturns(stringmemorytext){return(s_lastReceivedText);/// @notice Allows the owner of the contract to
    withdraw all tokens of a specific ERC20 token./// @dev This function reverts with a 'NothingToWithdraw' error if there are no tokens to withdraw./// @param _beneficiary The address to which the
    tokens will be sent./// @param _token The contract address of the ERC20 token to be withdrawn.functionwithdrawToken(address_beneficiary,address_token)publiconlyOwner{/// Retrieve the balance of
    this contractuint256amount=IERC20(_token).balanceOf(address(this));/// Revert if there is nothing to
    withdrawif(amount==0)revertNothingToWithdraw();IERC20(_token).safeTransfer(_beneficiary,amount);} Open in Remix What is Remix?

```

Final note

In this example, the message tracker contract emits an event when it receives the acknowledgment message confirming the initial message reception and processing on the counterpart chain. However, you could think of any other logic to execute when the message tracker receives the acknowledgment. This tutorial demonstrates the pattern for sending arbitrary data, but you can apply the same pattern to programmable token transfers.