

# Messages

## MsgTransfer

message

MsgTransfer

{ option

( gogoproto . equal )

=

false ; option

( gogoproto . goproto\_getters )

=

false ;

// The port on which the packet will be sent string source\_port =

1

[

( gogoproto . moretags )

=

"yaml:\"source\_port\""

] ; // The channel by which the packet will be sent string source\_channel =

2 [

( gogoproto . moretags )

=

"yaml:\"source\_channel\""

] ; // The tokens to be transferred cosmos . base . v1beta1 . Coin token =

3

[

( gogoproto . nullable )

=

false

] ; // The sender address string sender =

4 ; // The recipient address on the destination chain string receiver =

5 ; // Timeout height relative to the current block height. // The timeout is disabled when set to 0. ibc . core . client . v1 . Height timeout\_height =

6

[ ( gogoproto . moretags )

=

"yaml:\"timeout\_height\"" , ( gogoproto . nullable )

=

```

false ] ; // Timeout timestamp in absolute nanoseconds since unix epoch. // The timeout is disabled when set to 0. uint64
timeout_timestamp =

7 [

( gogoproto . moretags )

=

"yaml:\"timeout_timestamp\""

] ;

string memo =

8 ;

// Fees amount to refund relayer for ack and timeout submission neutron . feerefunder . Fee fee =

9 [

( gogoproto . nullable )

=

false

] ; } Note: your smart-contract must have fee.ack_fee + fee.timeout_fee + fee.recv_fee coins on its balance, otherwise the
message fails. See more info about fee refunding mechanism here . This message has the same structure the original
module has, with addition of fee field. See the corresponding original module's page
here: https://ibc.cosmos.network/main/apps/transfer/messages.html#msgtransfer .

```

## MsgTransfer response

Instead of an empty response as the original module provides, the Neutron's IBC Transfer module responds with the following structure:

message

MsgTransferResponse

```

{ // A channel's sequence_id for outgoing ibc packet. Unique per a channel. uint64 sequence_id =

1 ; // The src channel name on neutron's side transaction was submitted from string channel =

2 ; } Previous State Next Overview

```