Importing the Light SDK

The Light SDK can be imported into your project using the following line in yourcargo.toml file.

[package] name =

"namada-light-sdk-starter" version =

"0.1.0" edition =

"2021"

[dependencies] async-std =

"1.11.0" futures =

"0.3.28" getrandom = { version =

"0.2" } rand = {version =

"0.8" , default-features =

false } rand_core = {version =

"0.6" , default-features =

false } serde = { version =

"1.0.188" , features = ["derive"] } serde_json =

"1.0.107" namada_light_sdk = { git =

"https://github.com/anoma/namada.git" , rev =

"v0.31.8" }

The feature asynchronous is used by default. For the blocking feature, add the features = ["blocking"] line.

tendermint-config

"0.34.0" tendermint-rpc = { version =

"0.34.0" , features = ["http-client"]} tokio = {version =

"1.8.2" , default-features =

false } tempfile =

"3.8.0" async-trait =

"0.1.74" markdown-gen =

"1.2.1" reqwest =

"0.11.22" minio =

"0.1.0" itertools =

"0.12.0"

[build-dependencies] vergen = { version =

"8.0.0" , features = ["build" ,

"git" ,

"gitcl"] }

Asynchronous vs blocking

The light sdk is compartmentalized into two features:asynchronous andblocking . Theasynchronous feature is used by default. For theblocking feature, add thefeatures = ["blocking"] line to thenamada_light_sdk dependency in yourcargo.toml file.

... namada_light_sdk = { git =

"https://github.com/anoma/namada.git" , rev =

"v0.31.8" , features = ["blocking"]} ... These features differ in the way that they interact with the protocol. Theasynchronous feature uses theasync-std runtime, while theblocking feature uses thetokio runtime. Theasynchronous feature is recommended for new projects, as it is more efficient and easier to work with.

Using the Light SDK Usage