



## Writing Solidity Functions

### 1. Understand the Role of a Checker

A Checker acts as a bridge between conditions and smart contract executions. Its purpose? To check conditions and determine whether a task should be executed by Gelato. Every Checker returns two main things:

- canExec (Boolean)
  - : Indicates if Gelato should execute the task.
- execData (Bytes)
  - : Contains the data that executors will use during execution.
- 

Solidity functions must adhere to the block gas limit for checker calls; exceeding it will cause the call to fail.

### 1. Solidity Function Example

Before we delve into complexities, let's understand the structure of a simple Checker:

...

```
Copy contractCounterChecker{ ICounterpublicimmutablecounter;  
constructor(ICounter_counter) { counter=_counter; }  
  
functionchecker() external view returns(boolcanExec,bytesmemoryexecPayload) {  
uint256lastExecuted=counter.lastExecuted();  
  
canExec=(block.timestamp-lastExecuted)>180;  
  
execPayload=abi.encodeCall(ICounter.increaseCount,(1)); } }
```

...

In the above, the checker checks the state of a counter and prompts Gelato to execute if 3 minutes (180 seconds) have elapsed since its last execution.

### 1. Making your Checker Reusable

Avoid hardcoding addresses. Instead, allow the passing of arguments to your checker. This lets you reuse the checker for multiple tasks:

...

```
Copy functionchecker(address_counter) external view returns(boolcanExec,bytesmemoryexecPayload) {  
uint256lastExecuted=ICounter(_counter).lastExecuted();  
  
canExec=(block.timestamp-lastExecuted)>180;  
  
execPayload=abi.encodeCall(ICounter.increaseCount,(1)); }
```

...

### 1. Advanced: Checking Multiple Functions

Suppose you're automating tasks across different pools. Instead of creating multiple tasks, iterate through your list of pools within a single checker:

...

```
Copy functionchecker() external view returns(boolcanExec,bytesmemoryexecPayload) { uint256delay=harvester.delay();  
for(uint256i=0; i<vaults.length(); i++) { IVault vault=IVault(getVault(i));  
  
canExec=block.timestamp>=vault.lastDistribution().add(delay);  
  
execPayload=abi.encodeWithSelector( IHarvester.harvestVault.selector, address(vault) );  
  
if(canExec)return(true,execPayload); }
```

```
return(false,bytes("No vaults to harvest")); }
```

```
...
```

### 1. Incorporating Feedback with Logs

With the Gelato Web3 Functions UI, you can use custom return messages to pinpoint where your checker might be "stuck":

```
...
```

```
Copy functionchecker() external view returns(boolcanExec,bytesmemoryexecPayload) {  
uint256lastExecuted=counter.lastExecuted();
```

```
if(block.timestamp-lastExecuted<180)return(false,bytes("Time not elapsed"));
```

```
execPayload=abi.encodeCall(ICounter.increaseCount,(1)); return(true,execPayload); }
```

```
...
```

### 1. Limit the Gas Price of your execution

On networks such as Ethereum, gas will get expensive at certain times. If what you are automating is not time-sensitive and don't mind having your transaction mined at a later point, you can limit the gas price used in your execution in your checker.

```
...
```

```
Copy functionchecker() external view returns(boolcanExec,bytesmemoryexecPayload) { // condition here
```

```
if(tx.gasprice>80gwei)return(false,bytes("Gas price too high")); }
```

```
...
```

This way, Gelato will not execute your transaction if the gas price is higher than 80 GWEI.

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