

Plugins

warning This article requires a revision. Nethermind plugins is a powerful way of extending your local node capabilities.

(see also an article here <https://medium.com/nethermind-eth/writing-your-first-nethermind-plugin-a9e04d81cf59>)

Plugins that you can write:

Plugin Type What can it be used for? **RPC** Adding additional RPC modules to the client that have full access to the internal Nethermind APIs and can extend capabilities of the node when integrating with your infrastructure / systems. **Block Tree Visitors** Code allowing you to analyze entire block tree from genesis to the head block and execute aggregated calculations and checks. **Devp2p** Allows you to create additional devp2p network protocol for your nodes to communicate over TCP/IP. You can also build custom products that will run attached to Nethermind nodes. **State Visitors** Allow you to run aggregated analysis on the entire raw format state (or just some accounts storages). **Config** You can add additional configuration categories to our config files and then use them in env variables, json files or command line to configure behaviour of your plugins. **TxPool** TxPool behaviours and listeners. **Tracers** Custom, powerful EVM tracers capable of extracting elements of EVM execution in real time. **CLI** Additional modules for Nethermind CLI that can allow you build some quick scratchpad style JavaScript based behaviors. **Note:** When writing a plugin be carefull about exceptions you throw. Especially if you are hooking up event handlers on some core objects like BlockProcessor or BlockTree. Those exceptions can bring the node down. This is by design. Its responsibility of plugin writer to correctly handle those exceptions.

How to build a plugin? We included an example inside the Nethermind.Analytics plugin:

RPC Plugin example:

```
[ RpcModule ( ModuleType . Clique ) ] public
interface
IAalyticsModule
:
IModule { [ JsonRpcMethod ( Description =
"Retrieves ETH supply counted from state." , IsImplemented =
true ) ] ResultWrapper < UInt256
analytics_verifySupply ( ) ;
[ JsonRpcMethod ( Description =
"Retrieves ETH supply counted from rewards." , IsImplemented =
true ) ] ResultWrapper < UInt256
analytics_verifyRewards ( ) ; }
```

CLI Plugin example:

```
[ CliModule ( "analytics" ) ] public
class
AnalyticsCliModule
:
CliModuleBase { [ CliFunction ( "analytics" ,
"verifySupply" ) ] public
string
VerifySupply ( ) { return NodeManager . Post < string
( "analytics_verifySupply" ) . Result ; }
[ CliFunction ( "analytics" ,
```

```

"verifyRewards" ) ] public
string
VerifyRewards ( ) { return NodeManager . Post < string
    ( "analytics_verifyRewards" ) . Result ; }
public
AnalyticsCliModule ( ICliEngine cliEngine ,
INodeManager nodeManager ) :
base ( cliEngine , nodeManager )
{
} }

```

Block Tree Visitor Plugin example:

```

public
class
RewardsVerifier
:
IBlockTreeVisitor { private
ILogger _logger ; public
bool PreventsAcceptingNewBlocks =>
true ; public
long StartLevelInclusive =>
0 ; public
long EndLevelExclusive {
get ;
}
private
UInt256 _genesisAllocations = UInt256 . Parse ( "7200999049948000000000000000" ) ; private
UInt256 _uncles ;
public
UInt256 BlockRewards {
get ;
private
set ;
}
public
RewardsVerifier ( ILogManager logManager ,
long endLevelExclusive ) { _logger = logManager . GetClassLogger ( ) ; EndLevelExclusive = endLevelExclusive ;
BlockRewards = _genesisAllocations ; }

```

```

private

RewardCalculator _rewardCalculator =

new

RewardCalculator ( MainnetSpecProvider . Instance ) ;

public

Task < BlockVisitOutcome

VisitBlock ( Block block ,

CancellationToken cancellationToken ) { BlockReward [ ] rewards = _rewardCalculator . CalculateRewards ( block ) ; for

( int i =

0 ; i < rewards . Length ; i ++ ) { if

( rewards [ i ] . RewardType == BlockRewardType . Uncle ) { _uncles += rewards [ i ] . Value ; } else { BlockRewards +=

rewards [ i ] . Value ; } }

_logger . Info ( "Visiting block { block . Number } , total supply is (genesis + miner rewards + uncle rewards) | {

_genesisAllocations } + { BlockRewards } + { _uncles } " ) ; return Task . FromResult ( BlockVisitOutcome . None ) ; }

public

Task < LevelVisitOutcome

VisitLevelStart ( ChainLevelInfo chainLevelInfo ,

CancellationToken cancellationToken ) => Task . FromResult ( LevelVisitOutcome . None ) ;

public

Task < bool

VisitMissing ( Keccak hash ,

CancellationToken cancellationToken ) => Task . FromResult ( true ) ;

public

Task < HeaderVisitOutcome

VisitHeader ( BlockHeader header ,

CancellationToken cancellationToken ) => Task . FromResult ( HeaderVisitOutcome . None ) ;

public

Task < LevelVisitOutcome

VisitLevelEnd ( CancellationToken cancellationToken ) => Task . FromResult ( LevelVisitOutcome . None ) ; }

```

Config plugin example:

```

public

class

AnalyticsConfig

:

IAnalyticsConfig { public

bool PluginsEnabled {

get ;

set ;

```

```

} public

bool StreamTransactions {

get ;

set ;

} public

bool StreamBlocks {

get ;

set ;

} public

bool LogPublishedData {

get ;

set ;

} }

```

State Tree Visitor example:

```

public
class
SupplyVerifier
:
ITreeVisitor { private
readonly
ILogger _logger ; private
HashSet < Keccak

```

_ignoreThisOne

```

new
HashSet < Keccak
    ( ) ; private
int _accountsVisited ; private
int _nodesVisited ;

public
SupplyVerifier ( ILogger logger ) { _logger = logger ; }

public
UInt256 Balance {

get ;

set ;

}

= UInt256 . Zero ;

```

```

public
bool
ShouldVisit ( Keccak nextNode ) { if
( _ignoreThisOne . Count
16 ) { _logger . Warn ( "Ignore count leak -> { _ignoreThisOne . Count } " ) ; }
if
( _ignoreThisOne . Contains ( nextNode ) ) { _ignoreThisOne . Remove ( nextNode ) ; return
false ; }
return
true ; }
public
void
VisitTree ( Keccak rootHash ,
TrieVisitContext trieVisitContext ) { }
public
void
VisitMissingNode ( Keccak nodeHash ,
TrieVisitContext trieVisitContext ) { _logger . Warn ( "Missing node { nodeHash } " ) ; }
public
void
VisitBranch ( TrieNode node ,
TrieVisitContext trieVisitContext ) { _logger . Info ( "Balance after visiting { _accountsVisited } accounts and { _nodesVisited }
nodes: { Balance } " ) ; _nodesVisited ++ ;
if
( trieVisitContext . IsStorage ) { for
( int i =
0 ; i <
16 ; i ++ ) { Keccak childHash = node . GetChildHash ( i ) ; if
( childHash !=
null ) { _ignoreThisOne . Add ( childHash ) ; } } } }
public
void
VisitExtension ( TrieNode node ,
TrieVisitContext trieVisitContext ) { _nodesVisited ++ ; if
( trieVisitContext . IsStorage ) { _ignoreThisOne . Add ( node . GetChildHash ( 0 ) ) ; } }
public
void
VisitLeaf ( TrieNode node ,

```

```
TrieVisitContext trieVisitContext ,
byte [ ]
value
=
null ) { _nodesVisited ++ ;
if
( trieVisitContext . IsStorage ) { return ; }
AccountDecoder accountDecoder =
new
AccountDecoder ( ) ; Account account = accountDecoder . Decode ( node . Value . AsRlpStream ( ) ) ; Balance += account .
Balance ; _accountsVisited ++ ;
_logger . Info ( "Balance after visiting { _accountsVisited } accounts and { _nodesVisited } nodes: { Balance } " ) ; }
public
void
VisitCode ( Keccak codeHash ,
TrieVisitContext trieVisitContext ) { _nodesVisited ++ ; }Edit this page Last updated on Mar 26, 2024 Previous Building from source Next Custom analytic tools
```