

ccl-sdk)

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Functions, Methods, and Data Structures

CCL SDK

The Secret Network CCL SDK can be forked [here](#) .

Data Structures

The essential parameters required for chacha20poly1305 flow are defined in the following data structure:

EncryptedParams

A data structure that is visible to all network participants and can be transmitted over non-secure channels

...

```
Copy /// A data structure that is safe to be visible by all network participants and can be transmitted over non-secure channels
struct EncryptedParams {
    /// Encrypted payload containing hidden message
    pub payload: Binary,
    /// Sha256 hash of the payload
    pub payload_hash: Binary,
    /// Signed base64 digest of the payload_hash being wrapped
    /// in an cosmos arbitrary (036) object and rehashed again with sha256
    pub payload_signature: Binary,
    /// Public key of wallet used for deriving a shared key for chacha20_poly1305
    pub user_key: Binary,
    /// One-time nonce used for chacha20_poly1305 encryption
    pub nonce: Binary,
}
```

...

EncryptedPayload

Data meant to be encrypted and stored in the payload field of EncryptedParams

...

Copy

/// Data meant to be encrypted and stored in the payload field of [EncryptedParams]

[cw_serde]

```
pub struct EncryptedPayload {
    /// bech32 prefix address of a wallet used for signing hash of the payload
    pub user_address: String,
    /// Public key of a wallet used for signing hash of the payload
    pub user_pubkey: Binary,
    /// Human readable prefix for the bech32 address on the remote cosmos chain
    pub hrp: String,
    /// Plaintext message e.g. normal ExecuteMsg of your contract
    pub msg: Binary,
}
```

...

Custom Contract Message

Your contract must define an endpoint where a user can pass all the required fields of the EncryptedParams . E.g:

...

Copy pub enum ExecuteMsg { ...

```
Encrypted {
    payload: Binary,
    payload_signature: Binary,
    payload_hash: Binary,
    user_key: Binary,
    nonce: Binary,
} ...
```

...

If you want to define a custom message, rename the fields, or add additional fields, there is a helpful `traitWithEncryption` that you can implement. It simply tells the compiler how to extract the essential parameters from your custom message and turn it into `EncryptedParams`

...

```
Copy traitWithEncryption:Serialize+Clone{ fnencrypted(&self)->EncryptedParams; fnis_encrypted(&self)->bool; }
```

...

Implementing the trait for your message will allow you to use other useful methods of the SDK (like `handle_encrypted_wrapper`) that significantly simplify the development experience.

Example of the implementation for the `ExecuteMsg` is as follows:

...

```
Copy implWithEncryptionforExecuteMsg{ fnencrypted(&self)->EncryptedParams{ matchself.clone() {
ExecuteMsg::Encrypted{ payload, payload_signature, payload_hash, user_key, nonce, }=>EncryptedParams{ payload,
payload_signature, payload_hash, user_key, nonce }, _=>panic!("Not encrypted")
}}
fnis_encrypted(&self)->bool{ ifExecuteMsg::Encrypted{..}=self { true }else{ false } } }
```

...

Extending existing data structures

The SDK has multiple data structures that already implement `WithEncryption` trait and also use the template engine of Rust to make them easily extendable. Take for example the following message:

...

```
Copy pubenumGatewayExecuteMsg> whereE:JsonSchema { ResetEncryptionKey{} ,
Encrypted{ payload:Binary, payload_signature:Binary, payload_hash:Binary, user_key:Binary, nonce:Binary, },
Extension{ msg:E } }
```

...

You can define a new message that extends the `GatewayExecuteMsg` by simply providing a new type for the `Extension` instead of the default `Option` like this:

...

Copy // Define your custom message

[cw_serde]

```
pubenumMyCustomMessage{ HandleFoo{} HandleBar{} } // Extend the GatewayExecuteMsg
pubtypeMyGatewayExecuteMsg=GatewayExecuteMsg;
```

...

Your extended type in this case is available under `MyGatewayExecuteMsg::Extension` variant and you can use it in your contract like this:

...

```
Copy /// MyGatewayExecuteMsg matchmsg { ... ResetEncryptionKey=>{...},
MyGatewayExecuteMsg::Extension{msg}=>{
/// MyCustomMessage matchmsg { MyCustomMessage::HandleFoo{}=>{ // Do something }
MyCustomMessage::HandleBar{}=>{ // Do something } }
... }
```

...

Functions and methods

handle_encrypted_wrapper

The encryption logic, `handle_encrypted_wrapper`, is where the encryption magic happens ★

You can review the function in the SDK [here](#). It has the following functionality:

1. Check if Message is Encrypted:
 2.
 - If the message is encrypted (`msg.is_encrypted()`
 3.
 -), it proceeds with decryption.
 4. Extract Encryption Parameters:
 5.
 - Retrieves the encryption parameters from the message (`msg.encrypted()`
 6.
 -).
 7. Check Nonce:
 8.
 - Ensures the nonce has not been used before to prevent replay attacks.
 9. Load Encryption Wallet:
 10.
 - Loads the encryption wallet from storage.
 11. Decrypt Payload:
 12.
 - Decrypts the payload using the wallet and the provided parameters (`payload`
 13.
 - , `user_key`
 14.
 - , `andnonce`
 15.
 -).
- ...

Copy `letdecrypted=wallet.decrypt_to_payload(¶ms.payload, ¶ms.user_key, ¶ms.nonce,)?;`

...

[decrypt_to_payload](#) uses chacha20poly1305 algorithm

1. Verify Credentials:
2. Constructs a `CosmosCredential`
3. from the decrypted data.
4. Inserts the nonce into storage to mark it as used.
5. Verifies the sender using the `verify_arbitrary`
6. function with the credential.
7. Deserialize Inner Message:
8. Converts the decrypted payload into the original message type `E`
9. .
10. Ensures the decrypted message is not encrypted (nested encryption is not allowed).
11. Return Decrypted Message and Updated Info:
12. Returns the decrypted message and `updatedMessageInfo`
13. with the verified sender.

chacha20poly1305_decrypt

The following function uses the following types for as the input parameters:

- `cosmwasm_std::Binary`
- ,

- std::vec::Vec
- .
- [u8]
- and others that implementDeref
- trait

...

Copy pubfnchacha20poly1305_decrypt(ciphertext:&implDeref, key:&implDeref, nonce:&implDeref,)->StdResult> { ... }

...

Various authentication utilities

To verify a message that was signed through a methodcosmos arbitrary (036) message format, you can use the following function:

...

Copy fnverify_arbitrary(api:&dynApi, cred:&CosmosCredential)->StdResult

...

The method takes in aCosmosCredential struct as an argument which is a helpful wrapper over essential required fields required for the verification:

...

Copy pubstructCosmosCredential whereM:Display { /// public key matching the respective secret that was used to sign message pubpubkey:Binary, /// signed sha256 digest of a message wrapped in arbitrary data (036) object pubsignature:Binary, /// signed inner message before being wrapped with 036 pubmessage:M, /// prefix for the bech32 address on remote cosmos chain pubhrp:String }

...

BothCosmosCredential andEncryptedParams can be used withString or base64 encodedBinary types

To generate a preamble message for thecosmos arbitrary (036) message format, you can use the following utility function:

...

Copy fnpreamble_msg_arb_036(signer:&str, data:&str)->String

...

The function uses a hardcoded JSON string with all the required keys present and sorted.[Previous Cross-chain Messaging with IBC Hooks Next Typescript SDK](#) Last updated2 months ago