

# Tunnel Messages

## Activate Tunnel

If a tunnel runs out of funds to pay for data delivery fees, it will be deactivated and stop checking for delivery conditions. To re-enable the tunnel, the creator can send BAND to the tunnel's deposit address and broadcastMsgActivateTunnel to BandChain.

message

MsgActivateTunnel

{ option

( cosmos . msg . v1 . signer )

=

"creator" ; option

( amino . name )

=

"tunnel/MsgActivateTunnel" ;

// tunnel\_id is the ID of the tunnel to activate. uint64 tunnel\_id =

1

[ ( gogoproto . customname )

=

"TunnelID" ] ; // creator is the address of the creator. string creator =

2

[ ( cosmos\_proto . scalar )

=

"cosmos.AddressString" ] ; }

## Manual Trigger Tunnel

While a tunnel triggers automatically based on its interval and price deviation specification, the tunnel's creator may manually trigger the tunnel's data delivery by broadcastingMsgManualTriggerTunnel .

message

MsgManualTriggerTunnel

{ option

( cosmos . msg . v1 . signer )

=

"creator" ; option

( amino . name )

=

"tunnel/MsgManualTriggerTunnel" ;

// tunnel\_id is the ID of the tunnel to manually trigger. uint64 id =

1

```
[ ( gogoproto . customname )
=
"TunnelID" ] ; // creator is the address of the creator. string creator =
2
[ ( cosmos_proto . scalar )
=
"cosmos.AddressString" ] ; }
```

## Remove Tunnel

The creator can broadcastMsgRemoveTunnel to sunset the tunnel. Doing so will stop further data deliveries and return the remaining balance in the tunnel's deposit address to the creator.

message

MsgManualRemoveTunnel

{ option

( cosmos . msg . v1 . signer )

=

"creator" ; option

( amino . name )

=

"tunnel/MsgRemoveTunnel" ;

// tunnel\_id is the ID of the tunnel to manually trigger. uint64 id =

1

[ ( gogoproto . customname )

=

"TunnelID" ] ; // creator is the address of the creator. string creator =

2

[ ( cosmos\_proto . scalar )

=

"cosmos.AddressString" ] ; } [Previous Tunnel Creation](#) [Next TSS Integration](#)